

OBOJIMA

TALES FROM THE TALL GRASS



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Check out the writers of Obojima as they create new content, chat about the book, give advice to GMs, and give a behind-the-scenes look at the world of Obojima as it's written.

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FOREWORD

Like many people reading this book, I've spent much of my free time playing games, watching anime, and reading comics. They're all hobbies I've been passionate about since I was a child, and they have not become any less relevant to me in my adult life. I know that those aren't unusual claims, and I imagine that I'm probably not any more invested in these hobbies as some of the other amazing community members I've come to know during the creation of this book.

I say all that to let you know that I recognize and am incredibly grateful for the opportunity I've been given with this project. Obojima wasn't something I ever thought I would be able to make, even after starting a gaming company. It requires not only dozens of talented individuals coming together to craft a book worth reading, but also the support of a community, such as yourself, that is willing to give their time, energy, and hard earned money to support a project that very well could have sucked! (Lol, it doesn't, I promise!)

I'm so appreciative for you giving me a chance to make something I'm truly proud of.

Thank you all.

-Jeremiah Crofton



WELCOME TO THE ISLAND OF OBOJIMA

If you are reading this, then welcome to the world of Obojima!

You've made it to this mysterious island where all manner of adventures await you. Whether you are a player or a GM, we're sure you will enjoy this setting that invites you to play in a world with a very distinctive flavor. From spirit festivals to abandoned convenience stores, Obojima is sure to hold a story worth telling. We hope as you explore the island, its people, and its mysteries that you are able to experience DnD in a new and refreshing way.

Good luck, and may the wind find your sails.

◉ How to Use the Book ◉

Here are some guidelines and recommendations that we feel will give you the best experience of playing or running a game in the world of Obojima.

Player and GM Facing Material

As with most sourcebooks that describe a world, there are sections for all readers—players and Game Masters alike—but in this book there are sections to be read only by the Game Master. These sections for GM eyes only contain secrets better left unread by players, sections such as the three adventures that come with this book or the explanations of the great mysteries of Obojima. And so to ensure your Obojima experience will be of the highest caliber, we've color coded the book!

Look For Blue

Titles, Headers, Tables, Boxes, and Glyphs that are colored blue, are ways we've marked a section for GMs only. As a player that's glancing through the book, be on the lookout for blue.

Other Books

If something is followed by an *, it means it's an option introduced in a book other than Obojima, such as the 5E Basic Rules.

Live in the World

Before you roll up your first character, we invite you to live in the world a little before you take the plunge and start rolling the dice. Learn a bit about the island, read over some of the locations, look at the art and allow your mind to make up stories in your head. Absorb the backgrounds and the factions sections to get a feel of what it's like to be an Obojiman out here on this idyllic, magic island filled with spirits and mysteries.

If you're used to playing or running games in DnD, Obojima provides a potentially refreshing break into another realm of storytelling and roleplaying. While fighting monsters and getting treasure can certainly be a part of any Obojima adventure, figuring out relationships, discovering clues to solve weird mysteries, and parlaying with elder spirits to appease their wrath are among some of the less combat-centric and more roleplaying heavy aspects of gaming in this world. And so, really immersing yourself and becoming an Obojiman is something that we highly recommend.

Readers should be on the lookout for our Notes throughout the book. As writers we often leave alternative interpretations, options, or notes on a topic. These notes are completely optional, so feel free to ignore them if you prefer the standard writing.

So with that, we bid our noble Game Masters happy storytelling! May you delight and surprise your friends at the table of imagination. And to our intrepid players may you enjoy boundless adventures filled with wonder in the world of Obojima!

-Adam, Ari, and Jeremiah



ABOUT THE WORLD

Obojima is a world full of magic and spirits; where people live and explore, and where there are festivals for every occasion. Although life here is mostly idyllic with farmers tilling their fields and shepherds tending to their sheep dragons, there is plenty of adventure to be had. Travelers will find their fair share of it by simply walking from village to village, following rumors and spirit companions, and allowing the strange and wonderful tales of the tall grass to unfold.

Themes and Tone

Most tales told within Obojima are generally going to be pleasant and relaxing experiences both for you and your players—a journey into a realm of leisure fantasy where time slows down and descriptions delight in the small details: how the warm breeze blowing across the Gale Fields dances on the skin, or the cozy comfort of sipping from a hot cup of soup on a cool evening around a campfire with companions. In Obojima, these small, sensory vignettes are the biggest tool in a GM's repertoire.

But that isn't to say that everything in the world of Obojima is pastoral and easy going. There are monsters and plenty of peril here that the GM can use to turn a delightful stroll through the countryside into a harrowing situation where blades, bloodshed, and arcane magics are required. These contrasting facets of Obojima make for compelling

storytelling as your moments of danger will feel that much more dangerous and your moments of tranquility will feel that much more earned.

Here are a few things to keep in mind as you create your Obojima adventure:

Magic in the Mundane

An Obojima story is a journey into a world of wonder, where innocence, laughter, and simple joys are just as important as discovering magic, unraveling intrigues, and exploring the mysteries of the island. Tales told here feel small and contained, like getting to know every subtle nuance, quirk, and charm of a village and the various characters who inhabit it. We invite you to slow down and tell small stories here. Allow them to come to an end. Not every adventure here needs to continue as a long, epic campaign.

Roleplaying Heavy

The conclusion to an adventure is that much sweeter when the players are truly invested in the world around them, one that you have filled with multifaceted characters who bring your narrative to life. The stories that Obojima is best suited for telling are stories that revolve around the unique flavor of the world and the heartwarming odd people that inhabit it. So we invite you to try out “character driven” over “conflict driven” stories for your Obojima tales.

A conversation can be as fulfilling as combat!

Combat

Most situations on Obojima can usually be solved with some smarts, a bit of tact, heaps of creativity, and a dose of magic. There are conflicts and perils on the island to be sure, but not every confrontation has to result in combat. More often than not, combat can be averted with a creative solution.

However, the further east you go, the more dangerous the world becomes. Past the Gale Fields, being handy with a blade is more and more a skill worth having. Even if one is drawn into a conflict, it doesn't always have to end in death; there's always pleading, parleying, and good old fashioned fleeing. Creatures of all shapes and sizes tend to value their life over being the victor of a combat.

Evil and Villainy

Evil does not have a strong presence on Obojima, generally, creatures and monsters are forces of nature, motivated out of natural fear or greed rather than of evil. Most villains are comically ambitious, predictably greedy, or filled with obstinate conviction, but dig under the surface and they often have the reasons for their actions rooted in a misguided desire to do good. But that being said, there are evil forces here, spirits that have been corrupted into demons who seek unsettling ends; so there is a small pinch of the spice of evil that you can certainly throw into any story soup you simmer here on the shores of Obojima. For more information on crafting villains for an Obojima story, see page 267.

Island Magic

To completely immerse your game in the flavor of Obojima, there are some spells in Dungeons & Dragons that do not exist here, and there are some new spells that we have created specifically for the world. The omission of these spells helps to further immerse your players into the world and the overall experience. For a full list of all the spells both new and removed, see page 179.

To embrace the two-plane reality of Obojima, we recommend having all plane-oriented spells such as *Plane Shift**, *Contact Other Plane** and similar type spells that involve a multiverse be limited to only contacting the Spirit Realm.



Spirit Realm

Spirits are found all throughout Obojima, and they have lived side by side with people for as long as anyone can remember, but despite living here, they originate from a mystical plane that is all their own—the Spirit Realm. The Spirit Realm is a plane of eternal twilight that is overlaid on top of Obojima; occupying the same space but existing and operating beyond the ken of most physical beings. What may appear to be an abandoned farmstead on the Physical Realm might be a bustling marketplace in the Spirit Realm.

Most Obojimans know of the Spirit Realm, but few have traveled to it. There are, however, those on the island who know how to catch a glimpse of the Spirit Realm through potions or special magics. There are some who even know how to use these powers to enter it.

The Spirit Realm in Obojima is a replacement for the Ethereal Plane and the Border Ethereal in *Dungeons & Dragons*. The Physical Realm is the Material Plane.

Entering the Spirit Realm

There are many ways to enter the Spirit Realm, but these methods are by far the most common: through a portal, casting a spell, catching the Wandering Line, drinking a potion, or using a magic item.

Spirit Portals

Spirit portals are locations on the island where the veil that keeps the Spirit and Physical Realms separated is stretched thin enough to allow a traveler to pass between them.

These places are often areas of unearthly beauty or areas where strange occurrences are rumored to have taken place. For those that witness another pass through to the Spirit Realm, they would see them fade out of existence, leaving no trace of where they might have gone.

Stranger in a Strange Land

When you pass into the Spirit Realm, you remain a physical being and spirits can sense the material nature of you. Spirits might remark that you “smell different” or are “abrasively loud”. Whatever the quirk is, they know that you are not of this realm.





There are legendary places in the Spirit Realm—bustling markets, floating shrines, ghost ships, and megalithic temples. These locations can be anywhere on Obojima, in the most remote mountain regions or right next to a large village. Because they're invisible to anyone rooted in the Physical Realm, most Obojimans have no idea that these places exist, even though it may be right under their noses.

Getting Out

Entering the Spirit Realm is one thing, but leaving it can be quite another. Gates between worlds aren't always open, which means physical beings often need a plan B if the passage they took into the Spirit Realm closes whilst they're visiting.

Some spirits and some very special physical beings are able to wander freely between both worlds taking whomever they like with them; however they often don't work for free, so you may need to strike a bargain to gain their assistance.

A Thin Veil

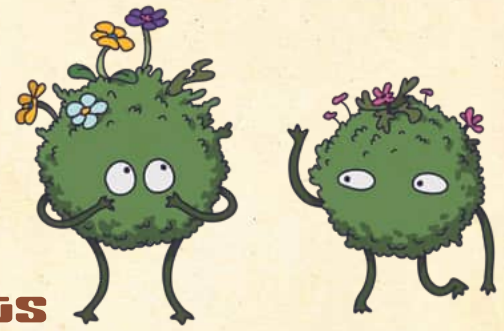
Every now and then, activity from one realm can be detected by the other. Spirits in the Spirit Realm can sometimes sense the living energy of a creature in the Physical Realm, but they appear as vague, smudgy images. Conversely, beings in the Physical Realm might experience a movement out of the corner of their eye or hear a strange knocking or scratching sound of a spirit that is nearby but in the Spirit Realm.

For example, the laughter of a particularly raucous spirit playing a nightly poker game in the Spirit Realm could keep a nearby villager in the Physical Realm awake with their haunting or annoying chuckles which can be heard across the planes.



Spirit Time

As a general rule, time moves in the Spirit Realm at a different rate—sometimes drastically—than on the Physical Realm. This is for the GM to adjust to their liking.



Spirits

Spirits on Obojima are magical entities that come in all kinds of shapes and sizes and have lived among the islanders for centuries. Spirits are as much a part of Obojiman society as all the other races, and it has been this way for as long as anyone can remember.

Spirit Creature Types

In the world of Obojima, there are no other planes of existence other than the Spirit Realm and the Physical Realm, and because of that, extraplanar creatures such as Fey, Celestials, and Aberrations instead become the creature type “spirit”. That also means that spells and other special abilities that would affect those creature types affect the “spirit” creature type instead.

Ghosts in Obojima

Since there are no “souls” in the world of Obojima, there are no ghosts as we know them. Obojimans use the word “ghost” to refer to a spirit that never leaves the Spirit Realm but occasionally can be sensed on the Physical Realm.

You could use the D&D ghost stat block for an undead anomaly or a corrupted spirit (see “Corrupted Spirits” below).

Many Kinds

There is a wide variety of spirits, from animalistic nature spirits that run through forests and climb along mountain ridges, to ancient and powerful elder spirits that guard sacred groves and mountain tops. There are chatty intelligent spirits who are shopkeepers and chefs, and there are non-sapient spirits who are everything from adorable critters to naughty pests. Unlike any other creature in the Physical Realm, spirits encompass an incredibly vast and diverse range of roles in the world. Because of this, material beings hold no universal opinion of them and it often boils down to a simpler and more common thought process—if your actions are not harmful, then you are respected and cared for.

Language of the Spirits

Although most spirits can speak Common, spirits have their own language of Torum that is generally only heard in the Spirit Realm.



Elder Spirits

There are ancient and powerful spirits known to inhabit both the Spirit and Physical Realm. These elder spirits are well known by those who live around them, evidenced by the many shrines that lie at the foot of mountains and at the shoreline of lakes and rivers to mark the entrance into an elder spirit's domain.

Elder spirits are often guardians of their domain—protecting and caring for the land—but that's not always the case, as some are so otherworldly that all anyone can do is guess as to their motives.

Meeting an Elder Spirit

Encountering an elder spirit is a quest in itself. Not all elder spirits want to be contacted, and even if they did, most aren't easily found. Many elder spirits are not interested in humans, and some may even kill humans the way a wild animal might if threatened. If the proper care is taken, elder spirits may tolerate the presence of a non-spirit being, and those that can understand language may even converse.

Meeting an elder spirit is an extreme experience. For some, it is like meeting a force of nature, a paragon of beasts, the wildness of a river, or the soul of a mountain. For other types it could be speaking to the voice of the wind, witnessing the unfolding of a cosmic flower, or hearing legends from an ancient oak tree.

The lore of Obojima talks about elder spirits knowing magic, myths, and mysteries and the many who have sought their wisdom, their knowledge, or their heads. These stories of adventuring into the realm of an elder spirit are repeated in children's tales, around campfires, and in taverns late at night. Some tales are terrifying, while others are stories of strange beauty and otherworldly journeys, but every time an adventurer has met with an elder spirit, it has assuredly been a tale worth retelling.

Demons

As you already know, in the world of Obojima, there are no other planes of existence other than the Spirit Realm and the Physical Realm, and because of that, certain extraplanar creature types have been changed to the "spirit" creature type. This is not the case for the fiends. Although fiends are just as wicked on Obojima as their standard fantasy counterparts, they no longer spawn from fiery hellscapes nor battle angelic warriors.

In Obojima, the fiend creature type embodies a spirit that has undergone a sinful transformation. These spirits are so filled with malice and devoid of love, that their bodies become too weak to hold the wickedness festering inside itself; it is cursed to transform, taking on a twisted caricature of itself, far removed from any of its original beauty. Spirits transformed in this way are called "demons".

When a spirit becomes a demon, they lose their affinity with the Spirit Realm. Crossing over to their realm of origin becomes almost impossible, as the realm itself is revolting to them.

Corrupted Spirits

Spirits that have somehow become tainted by the Corruption (see page 16 for more information about the Corruption) are forced into the demon transformation. This process can happen in a matter of hours, days, or weeks depending on the strength of the spirit and the amount of interaction they had with the Corruption. Over that time, the spirit is painfully transformed in shape and demeanor which can range from enraged to scared to diabolical, while others might experience desperation or confusion, and wish to return to normal.

Cosmology

Obojima is a two-plane world—the Physical Realm and the Spirit Realm. All other planes do not exist in this universe. There are no gods per se, but there are elder spirits and great beasts that are revered and respected among Obojimans. Other powerful spirits can become patrons of warlocks, sharing pieces of their own power. They can become an inspiration to a paladin or cleric who, through their own faith and practice, can work wonders of magic inspired by the concepts these spirits embody.

Although there are many spirits worthy of respect and even fear, it is the island itself—Obojima—that is honored more than any single spirit on the island. Most inhabitants of Obojima rely on the land, and because of this, they generally give a nod of gratitude toward the island during a bountiful harvest or at the completion of a safe trip, but that doesn't mean that everyone feels the same way. Some Obojimans don't give two hoots about great beasts or the land's will and think that all these offerings and shrines don't amount to a hill of zerk beans. On the whole, Obojimans are not an overly religious lot and are more interested in a hot bowl of soup and listening to good music in a comfy tavern with some friends than bothering some powerful being with their endless appeals.





THE ISLAND

To the people who live here, the world begins and ends at the shore. The ocean surrounds Obojima, stretching out to the horizon in all directions. The island, the ocean, and the sky are all there is. What does this mean for Obojimans?

This chapter explores what life is like on the island. It contains an overview of the island's history, culture, and geography, as well as a breakdown of the island's currency. You will also find descriptions of factions—organizations that are active across Obojima.

How Obojimans Live

Obojima is small enough that a general island culture has developed over the centuries. It's predominantly a mix of Nakudama and human root cultures but has since developed into something that transcends race and region. Spirits, magic, and gadgetry from the island's distant past all have a place in Obojiman culture. Each settlement has its own character, with quirks, nuances, and traditions of their own, but they are not so removed from the wider culture that they would be considered something wholly different.

With few exceptions, Obojimans live in villages and small towns scattered across the island. No monarch or governing body claims rulership of the island. Instead, governance is left to the individual settlements. Some look to elders or elect mayors to lead them. Others form affiliations with other settlements to form a cooperative league—a common practice in the region known as the Gift of Shuritashi.

However they are governed, most Obojimans get by as farmers or fisherfolk. Other common trades and professions include artisans, merchants, specialty chefs, and potion crafters. Specialties vary by region and village.

The general independence of settlements means each one is also responsible for defending itself. Larger towns might have a town guard, while smaller settlements might rely on a militia or even a solitary local champion to come to their

defense. It also means adventurers are frequently called upon to ensure a settlement's safety.

Life's Big Questions

Perhaps no other factor shapes the typical Obojiman worldview more than the fact that their entire world is made up of the island.

Beyond the Island

Walk to the water's edge. Stick your toes in the sand. Now look out across the ocean. Nothing but the glistening sea. Do this again wherever the island meets the sea and the result will be the same. There is Obojima and then there is the vastness of the endless ocean. What else is there?

This is how Obojimans see their island's place in their watery world—they are an island unto themselves. Every time an intrepid soul gets the itch to see beyond the horizon for themselves, this worldview is reinforced because those who leave don't return.

That doesn't mean there is no speculation or fantasizing about what might be hiding just out of view. In fact, "Beyond the Island" is a favorite storytelling game among

tavern goers. In the game, players weave a fantastical tale about something that exists beyond the island. Each player builds on the previous player's idea until they're left with a truly outlandish story.

Regarding Spirits

The people of Obojima coexist with spirits, which occupy a unique position in Obojiman society. People respect and even revere certain spirits, while other spirits live among their corporeal counterparts as residents in villages and towns. Some spirits are even regarded as pests or nuisances. Whatever the case may be, spirits are part of everyday life.

That's not to say that spirits and the Spirit Realm are mundane. It's more that the people of Obojima have resigned themselves to never fully understanding their mysterious manner. It's simply another quirk in their charming world.

Certain spirit behaviors have led Obojimans to at least place spirits into one of three categories that reflect their relationship with the Physical Realm. The three types are: spirits who live in the Physical Realm, spirits who wander back and forth between the realms, and spirits that live exclusively in the Spirit Realm. To non-spirit Obojimans they are known colloquially as Homebodies, Wanderers, and Ghosts.

Homebodies. Spirits that live in the Physical Realm are called Homebodies by the locals as they prefer to live and work among Obojimans rather than among other spirits in the Spirit Realm. There are many reasons why these spirits

have left their plane of origin—some may prefer the bustle and sensations of the Physical Realm while others may live here because they cannot go back, perhaps due to a magic curse, having spent too long on the Physical Realm, or being corrupted.

Wanderers. Spirits who can travel freely back and forth between the Physical Realm and the Spirit Realm are known as Wanderers by Obojimans. These spirits often work as guides, messengers, and merchants who deal in goods from both realms, but there are some who are not to be trusted and seek to exploit the foolish and naive.

Ghosts. Spirits who have, for various reasons, never set foot in the Physical Realm and are bound to the Spirit Realm are known as "Ghosts". In fact, Obojimans will often say if someone has a noisy spirit that they "have a ghost", as some spirits can make such a ruckus that even in the Spirit Realm they can be heard in the Physical Realm.

Spirits who can move back and forth freely between the planes are a fun plot device to tell some interesting stories. A spirit intermediary is a useful NPC as they can negotiate deals and give quests between the Physical and Spirit Realms. Spirit go-betweens can set up adventures where the party is called on to help the spirits, or if the adventurers get trapped in the Spirit Realm, they can help guide them.



Everyday Magic

Magic permeates Obojima, and not just in the sense that the island is magical—which it is. It's also part of the daily lives of Obojimans. Various traditions of folk magic, academy wizardry, and trade secrets of the witch covens are all part of the magic that people employ to make their lives easier. Most folks are not gifted in the magical arts, but those who are often find places in settlements to offer their services to the locals.

Potions, in particular, are always in demand. The “work smarter not harder” minded farmer might use a Potion of Rabbit's Speed to finish the harvest. Or a traveling merchant whose cart broke a wheel could reach for a Potion of Liquid Mending to quickly make a repair. This kind of common magic is not something Obojimans fear or mistrust, in fact, new magical breakthroughs are more often than not greeted with curiosity and excitement.

Then there's the magic that can dazzle and awe. Spirits and powerful spellcasters can tap into arcane energy that is beyond the ordinary and mundane, revealing a peek into the unseen sea of magic that roils all across Obojima.

Beliefs About Death

Beliefs about death are as varied as Obojimans themselves. An adventurer who roams the island and studies the different locations will find that where an Obojiman lives effects what they believe and shapes their view of what happens after death. When an Obojiman passes away, they might hear someone in a coastal village say they've gone “beyond the horizon” or a farmer in the Gale Fields say that they have “returned to the island.” There are many on the island who believe that everyone's essence is magic, the same power that can shake the earth, conjure flame, or heal a wound, is the same power that puts the light of consciousness in every being.

For the most part, Obojimans don't really think that much about death as they are largely focused on living each day to the fullest. An adventurer will often find Obojimans working, playing, loafing, and singing during the day then, as the sun begins to set, they all come into the village to enjoy the comforts of the community with music, food, drink, and tall tales.

When death does come for one of the villagers, it is a bittersweet moment. Many approach death with curiosity and wonder, for to reunite with the magic and mystery of Obojima is the greatest of blessings. Because of this, an Obojiman funeral is often both a celebration and a sorrow. Depending on where they live, Obojimans may bury their departed in the earth, burn them on a pyre, immerse them in the ocean, or leave them on a hilltop—in all cases, the belief is that Obojima will reclaim its children and take them back into its heart, perhaps even to return again in some other form.



Currency

Though bartering is commonplace, particularly in the rural reaches of the island, most Obojimans accept a standard coinage that is minted by sages of the Dawn Blossom Guild. The currency has three denominations: gold flower, sea petal, and copper bud. Colloquially, they are just called flowers, petals, and buds.

All coins produced by the Dawn Blossom Guild are infused with a magical energy that the sages channel into them. To these secretive sages, the exchange of money is an exchange of energy—it's a critical transaction that keeps energy flowing through the island. The clink of guild minted coins is a sound that is pleasing to the ear. Coins that were not created by the Dawn Blossom Guild or those that lost the magic within them sound dead by contrast. Therefore, most people only accept what are deemed true coins—those minted by the Dawn Blossom Guild—as currency.

Coin Types

Currency Converter Table

Obojima	Player's Handbook
Copper Bud	1 copper piece
Sea Petal	1 silver piece
Gold Flower	1 gold piece

Copper Bud



A bud is a small, oblong ingot of copper etched to look like a dawn blossom flower yet to bloom. 100 copper buds are equal to the value of 1 gold flower.

Sea Petal



Sea petals are unique in that they are not made of metal at all. Instead, they are made of glass that is formed to resemble the petals of a dawn blossom flower. The technique the sages use to craft petals is a closely guarded secret, but what is known is that a specific kind of sand found on Obojima's shores is used. 10 sea petals are equal to the value of 1 gold flower.

Gold Flower



Both faces of these large gold disks are embossed with the likeness of a dawn blossom flower in full bloom. A "flower" plunked down on a tavern table is an unmistakable sound.

Currency in the Spirit Realm

Because of their spiritual essence, gold flower coins are real in both realms, and spirits will readily trade in gold for goods and services, though there are some spirits that are less interested in precious metals and more interested in bartering for goods brought from the Physical Realm.

Languages

The common language of Obojima is based primarily on the one brought by the humans, though it also contains a smattering of the Nakudama language, Naku Naku. Most Nakudama continue to speak their original language as well as the common tongue, and they claim theirs is far richer for the telling of tales.

Torum is the favored language of the Spirit Realm. Though non-spirits can learn to understand it, beings of the Physical Realm often can't make the layered sounds required to voice the words.

The objects and structures from the island's earliest age contain a variety of written languages known to the islanders as First Age languages. Other than the academics who devote themselves to studying these mysterious languages, people generally know only a handful of words.

History

The history of Obojima is best understood as a series of eras, each one named for the people who arrived at that era's start. The only exception to this rule is the era of prehistory, known simply as the **First Age**, which encompasses all Obojiman history until the arrival of the Nakudama. Discussions of the First Age refer mostly to one of two topics—the peculiar technology scattered across Obojima and the spirits of the island, who may have always been part of it.

The second age, which stretches back into myth, is the **Nakudama Age**. Whether we are to believe the myths about how the Nakudama queen traveled across the vast ocean to land upon the shores of the island is not as important as understanding that the Nakudama have inhabited Obojima for generations beyond count.

The Nakudama Age gave way to the **Age of Humanity** 1200 years ago, when the first humans—seafaring people—found their way to the island. Humans and Nakudama quickly took to one another, establishing many joint settlements that continue to thrive today. This era also saw the first elves born among humans.

The current era began 300 years ago, when the dara first emerged from the forest. It has therefore been dubbed the **Dara Age**. However, the coming of what has been called the Corruption may yet herald a new era altogether.



FIRST AGE UNKNOWN

AGE OF DARA 300 YEARS AGO

Age of Unknown. Little is known about the time before the Nakudama. Scholars speculate that there was once a people who created the wonders of the First Age, but there is no understanding of how they came to be or where they've gone.

Arrival of the Nakudama. Nakudama history states that the first Queen of the Nakudama swam across the great ocean to land on the shores of Obojima. It was on those shores that she birthed the first 100 Nakudama and founded her kingdom.

Founded the capital city of Lilywin. Very little archaeological evidence has been found of the great Nakudama city, but historical texts state that Lilywin once stretched across miles and miles of the Gale Fields. Some scholars and

historians believe that the roads and trails commonly used in the Gales Fields today could have origins rooted in the city of Lilywin.

Ascent of Oghmai, the demon usurper. The fall of the Nakudama kingdom came at the hand of a powerful demon known as Oghmai. Through Oghmai's manipulation, two factions formed among the Nakudama people, hatred grew among them, and an inevitable war would later devastate the countryside. Oghmai took the opportunity to seize the throne, which began his brief but brutal reign.

Monarchy dissolves. Despite Oghmai's cruelty, resistance was never fully extinguished, and before long, the Nakudama rose up against the demon and his armies.

AGE OF NAKUDAMA 2000 YEARS AGO

Ascent of
Oghmai, the
demon usurper

Death of the
Mountain
Strider

Monarchy
dissolves

Sky Salamander
appears

Arrival of
the humans

First elves
are born

Laughing Plague
chuckles along
the east coast

Formation of the
Courier Brigade

First
currency
minted

AGE OF HUMANITY 1200 YEARS AGO

Vanishing Mountain
first sighted

Oghmai was deposed and imprisoned, but the kingdom was left in shambles.

Rather than rebuilding, the remaining Nakudama, led by a sage known as Shalwin, chose to disband the monarchy and rebuild a new society in the areas unchanged by the war.

Arrival of the humans. It is said that the first humans arrived by boat, but no record shows from where they traveled. What scholars do know is that the Nakudama historical texts state that the humans carried with them a greater understanding of the First Age—far beyond what Nakudama scholars had ever understood.

First elves are born. As a gift to the people of Okiri, an elder spirit blessed the bloodline of humans that lived there

so that their children and their children's children would every so often give birth to an elf—beings connected to the Spirit Realm and bearing marks of power. Since the advent of this blessing however, the frequency of elven births are less and less.

Vanishing Mountain first sighted. The first sighting of the Vanishing Mountain came with much excitement. The idea of a mountain that appears and disappears on the horizon would go on to spur a generation of sailors and explorers who ventured out and never returned.

Earthquake & Tsunami shake the island. A destructive earthquake and tsunami rattled the island and its people, causing mass damage across many regions and nearly destroying the town of Polewater.



Technology

On Obojima the most advanced technology is also its oldest. For as long as anyone can remember, and even as far as historians can discern, the island has always been home to this peculiar category of technology. Instead of being an oddity, however, the islanders have embraced what they call First Age relics and integrated them into their society so that Obojima today is a mix of vaguely medieval and near modern technology.

The adoption of relics from the First Age into the everyday lives of Obojimans is one of the things that gives this setting its unique flavor. A wizard with headphones might cast spells from a cassette instead of a spellbook. A vending machine at a dangerous crossroads might provide a desperately needed healing potion to an injured traveler. A floppy disk might be the key to a hidden vault. First Age relics don't have to be fully understood in order to be fully embraced.

That's not to say that the mystery of the First Age is ignored. There are those who devote themselves to studying it, but technology has been part of island life for so long that it is just a part of their world.

Spirits, Magic, and Tech

Many relics from the First Age require power to run. Without gasoline, batteries, or outlets, Obojimans have had to find other ingenious methods to get them powered up. Certain spirits possess the ability to function like batteries or as a source of fuel known as "whelming", and they are happy to lend their services for the right price. Alternatively, Obojimans can turn to magic. At some point in the island's long history, wizards discovered the spell, *Jolt*, which can be used to power devices.

First Age Technology Conditions

Working Condition: The machine can be powered by a spirit or the *Jolt* spell.

Damaged: The machine won't work if whelmed by a spirit or targeted by the *Jolt* spell, but could be fixed by making the appropriate skill checks.

Sundered: The machine is damaged beyond repair. It's time to scrap it for parts.

Real-World Comparison. First Age technology describes the real world era of, roughly, the 1980s. It's when analog tech was in the process of transitioning to digital. It's the era of cassette players and 8-bit video games. There are clunky computers, VCRs, action figures, and even automobiles.

This is a pre-cell phone world.

On Guns. For the purest Obojima flavor, we suggest leaving guns out, despite them existing alongside the technology described in this section.

As always, it's up to you.

Here are some examples of how this technology has been incorporated into Obojiman society:

Vending Machines. Obojima is full of wonders and oddities of every shape and size, but few are as numerous as the vending machines littered throughout the island. Most of these relics of metal and glass from the First Age stand as part of the landscape like any other rock or shrub. But many have been given renewed purpose. By means of magical enchantment, these once abandoned vending machines are operational again, but with magical trinkets on display. The trend is so widespread that it's safe to assume a machine found in decent condition is already claimed by a young wizard making plans to turn it into their own magical shop. Over the years, many boastful wizards and witches alike have claimed the idea to enchant vending machines was theirs, but that's an argument best left to historians.

Leaving dozens of magical whatnots on display amongst the wilds of Obojima certainly has its risks. For every talented mage that enchants a vending machine, two talented thieves are plotting to steal the vulnerable goods. This is why most vending machines are protected by a guardian in the proprietor's absence. Guardians are often spirits, monsters, or another willing person who has entered a deal with the wizard. Of late, awakened cats have become the guardian of choice.

Cartridges, Cassettes, and VHS. Once the curious, crinkly black ribbon was first unspooled from the plastic casing of a cassette, it didn't take long for sages to uncover it contained hidden messages—singing voices and music somehow contained within, and revealed only through the use of a cassette player. The same was true of the cassette's larger cousins, the odd black blocks labeled VHS, only these contained images too. These objects, which seemed to reveal a world from beyond, captivated sages.

Tapes were among the first objects from the First Age to be adopted by spellcasters when they learned to imbue tape with their own magic. This became incredibly popular amongst witches and wizards who would use the odd trinkets as spell scrolls. When portable cassette players were discovered, wizards quickly adopted them too, replacing their spellbooks with an array of cassettes.

Instaprint Cameras. A favorite among the First Age gadgets that are found on the island is the camera, particularly instaprint cameras, which miraculously spit out a small card that reveals the captured image after a few moments, with the help of vigorous shaking. In addition to the (almost) instant gratification, it was discovered that the film cards these cameras use are sensitive to magic, which shows up as an aura in pictures. It was through the playful use of an instaprint camera that a family in Okiri Village discovered that their heirloom ladle was, in fact, enchanted with a powerful curse that soured every soup it touched.

Original packs of film cards are hard to come by these days, but savvy alchemists have recently found a way to make new ones using silver dust and a bit of magic.

The Corruption

Obojimans have noticed some odd things over the years, and being Obojimans, they take it all in stride. But since the great earthquake and tsunami three months ago, there has been more chatter than usual. There's the typical grumbling among farmers, ever concerned about the well-being of their crops and the worried talk from merchants about their wagons being slowed down by the whims of the island spirits. But there's more serious talk that has been drifting in from the far side of Obojima, the eastern side, where rumors and strange tales of a growing Corruption are beginning to spread across the island and get whispered by patrons in taverns and by travelers who cross paths on trails.

The odd and the mysterious are nothing new to Obojimans, so hearing about a weird patch of magic grass that hampers travel across the Gale Fields or an upwelling of bubbling pools of random goo that suddenly appears in a farming village, are something that Obojimans have dealt

with on several occasions. Obojima is, after all, a land where spirits and magic are intertwined with daily life.

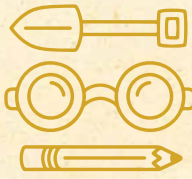
But there's a sense of worry about this particular anomaly. Perhaps it was because the Corruption was heralded first by an earthquake that shook the entire island, and then was followed by a tidal wave that caused the villagers on the eastern shores to run for the high ground. These events and the ensuing encroachment of this supernatural Corruption has the residents of the eastern side of the island quite alarmed.

For those who have seen the Corruption zones with their own eyes, it is their testimony alone that is helping to spread the news westward. But Obojimans are not wanderers by nature, so news is traveling slowly. The eastern witch covens are reacting to its presence with a mixture of arcane fascination, metaphysical concern, and, of course, devious witchery, and many of them are spending their time sampling the Corruption and exploring its magical implications and arcane efficacy in their potions and brews.



Factions

This section describes organizations that have a presence throughout Obojima. Over the course of a campaign, characters could become affiliated with one or more of them. Or, characters who run afoul of a faction might find they have created a whole slew of enemies.



AHA

ACADEMIC ADVENTURERS

Much of the Obojima's past may be unknown, but the guild of archaeologists, historians, and archivists known as AHA believe it is not unknowable. From their observatory headquarters in the Coastal Highlands, AHA oversees a collection of field research teams scattered throughout the island at no less than a dozen ruins and excavation sites.

AHA is directed by a trio of academics—one drawn from each of the guild's three traditions. Collectively, they are known as the Asloh. The trio is made up of an archaeologist known as **Gurriko**, a female Nakudama interested primarily in the ancient building techniques of her people; **Loninni**, a female human and historian from the foothills of Mount Arbora; and finally, a towering male blue dara named **Uba**, who serves as the guild's chief archivist.

The nature of AHA's work takes its research teams to some of the most perilous and wild parts of the island, so they are always in need of intrepid research assistants and armed escorts.



Courier Brigade

KNIGHTS OF THE POSTAL SERVICE

"Deliverance through delivery." This is the code of the Courier Brigade, an order of postal knights devoted to the safe delivery of parcels all across Obojima, no matter how dangerous the trip or remote the destination. Most of the time, couriers deliver packages, but they also serve as escorts for travelers. Most couriers prefer large flightless birds as mounts, though this is not a requirement of the brigade's regulations.

Most settlements have parcel boxes that fall under the jurisdiction of a courier, and the larger towns have brigade halls, where squads of couriers reside.

The brigade also maintains a string of forts that protect important crossroads, including the formidable Fort Harglo in the Gale Fields. Here, **Postmaster General Escalante** oversees the brigade's operations and personally leads a small group of elite knights who are dispatched to relieve imperiled couriers.



Mariners' Guild

UNDERSEA EXPLORERS

Thirty years ago, enthusiasts of the world beneath the waves formed the Mariners' Guild to support submarine exploration.

Under the leadership of its founder,

Captain Clintock, the guild established four lodges—one at each of the islands' cardinal directions. These lodges serve as both home and workshop for the divers of the guild, each equipped with a small boatyard and launch, where members can test their latest seagoing vessels.

After an initial boom in popularity, the guild's membership has diminished over the decades. Of the four lodges, only the north and south ones remain in use, with Captain Clintock's two daughters, **Holly** and **Paloma**, operating out of them respectively. The captain only rarely comes ashore, preferring to remain aboard the *Pointue*, his famous swordfish submersible.

Of late, Captain Clintock, his daughters, and the remaining members of the Mariners' Guild have all been working diligently to figure out how to fight back the Corruption that has emerged on the eastern side of the island. Most of their recent studies are regarding the Corruption's effects on the marine flora and fauna. In an expedition to the corrupted coastline, the captain's sub was damaged. His efforts to get to his daughter, Holly, a gifted engineer who could repair the *Pointue*, have been thwarted by the Lionfish King.



Society of Young Stewards

YOUTH SCOUTS

Youths all across Obojima are members of their local chapter of the Society of Young Stewards, an organization dedicated to teaching stewardship of nature and general good citizenship. Young stewards earn special badges that mark particular achievements or masteries, such as whittling, making campfires, or demonstrating the best way to calm an angry hill dragon.

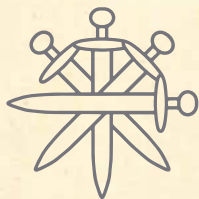
Chapter leaders hold ceremonies to honor exceptional service, acts of kindness, and other achievements that exemplify what it means to be a steward. As the saying goes, "Once a steward, always a steward." Stewards have all kinds of ways that they help the community and the island, and there's been more than one example of a steward finding an ingenious way to save the harvest, cross a flooded river, or help a lost flock of goats get back to the safety of their barn.

The wilderness is a steward's second home. That means it's not uncommon for steward camping trips to become imperiled by one of the many dangers the island has to offer. Howlers might descend on a camp, or the stewards might wake to find themselves in the middle of the Wandering Forest. In such cases, adventurers often muster to come to their rescue.

Each chapter of the Young Stewards is named after a type of bird. You can pick the name of the chapter you belonged to or roll on the table below.

Young Steward Chapter Names (d10)

- | | |
|----------------|--------------|
| 1. Chickadees | 6. Sparrows |
| 2. Bluebills | 7. Finches |
| 3. Kingfishers | 8. Rooks |
| 4. Grebes | 9. Robins |
| 5. Herons | 10. Kestrels |



Sword Schools

RIVAL MASTERS OF THE BLADE

Obojima boasts a proud tradition of swordplay—several, actually. Each sword tradition has two masters of equal rank who oversee a school and take on worthy pupils to share the secrets of their craft.

Students who train at a sword school earn the opportunity to train alongside, and eventually test their skills against, one of the masters in a duel. These tests are most commonly first to touch, where the combatants use blunted blades to see who can land a blow first. The reward for scoring a touch against a master is something truly special—the opportunity to learn that school's signature master technique.

The schools are named after the founding masters. Here is a list of the current schools and their locations.

- ♦ Canden and Moon is located in Yatamon in the south of the Gift of Shuritashi.
- ♦ Lom and Salt is located on the northern slope of Mount Arbora close to the summit.
- ♦ Tellu and Scale is located in the Gift of Shuritashi's northern coast.
- ♦ Toraf and Boulder is located in the middle of a water-logged plain in the Brackwater Wetlands.

Becoming a Pupil

There are two common ways to gain admittance to one of the sword schools. The first is by invitation. Sword masters are always on the lookout for prospective pupils, so folks who have earned a reputation as a sword talent through their exploits are likely to garner attention from one or more of the schools. It's not uncommon for a talented candidate to be given multiple invites to attend two or more of the schools. Alternatively, a warrior can earn their way into a school by proving their skill and challenging a designated champion to a nonlethal duel. At the champion's discretion, they will gift a challenger with a signet, which can then be presented to any master that recognizes the champion at their school.

Training

Students train at a school for as long as they like. Some stay for a season, while others have become permanent fixtures and masters in their own right. During their training they'll live alongside other pupils and work to maintain the school. Students who wish to train for longer periods can even be assigned quests and simple tasks, which they oversee and complete as representatives of the school. These quests are often charitable acts the school has chosen to take on and can take as little as a day to complete or stretch as long as a year's time.

The Duel

When a pupil believes they are ready to learn a school's master technique, they can ask to challenge one of the masters during one of the testing periods, which occur 4 times a year. The test is a duel with blunted swords. To prove they are ready, the pupil must land a hit on the master in three rounds without the use of magic. Those who succeed are given the opportunity to learn the school's master technique. Those who fail must wait three months for the next testing opportunity.

A master's AC starts at 30. For each week or month (your choice) the pupil has trained at that school, the master's AC drops by 1. For example, if a pupil has studied at the school for five weeks, the master's AC drops from 30 to 25 for the purpose of the duel.



Witches and Covens

WITCHES BOUND TO EACH OTHER BY OATHS

Need to diagnose a curse? Are you looking for ingredients to brew a potion? Do you want to learn for yourself the magical secrets Obojima keeps hidden from those who don't know where to look? If the answer is yes to any of these questions, you're likely seeking a witch. Witches are found all over the island. They are found operating out of settlements as resident magic specialists or in wilderness dwellings and strongholds where they develop their craft away from the prying eyes of jealous rivals.

Most witches are linked to a coven—a group of witches sworn to aid the other members and share their arcane secrets with each other. Other witches remain solitary, preferring to stay out of inter-coven feuds. That doesn't mean that covens won't try to recruit them, or at least exert influence over them.

Covens are always on the lookout for apprentices worthy of their unique tradition of magic. Individual witches, with the right kind of convincing, might agree to take on an apprentice as well.

Joining a Coven

The decision to join a coven is no small thing. Typically, young mages apprentice with a coven witch for a time before being asked to join. Others are talented witches who practice on their own and are then recruited directly into a coven's ranks. In either case, when a new witch is chosen for potential membership, it is the coven who ultimately decides whether or not to extend an invitation to join.

For a witch to be admitted into a coven, they must take the coven's oath. This is a special ritual that binds that witch to the coven and in return the coven becomes bound to the witch. Those who take the oath become fully inducted into that coven's ways. They gain access to the power and magical traditions at the coven's disposal, and

they gain the protection of their covenmates against threats both arcane and mundane. Some covens offer witches a place to stay and practice magic, though many witches prefer to keep their own dwellings.

A witch who breaks a coven oath suffers a curse that manifests physically to mark the oathbreaker. The nature of the curse varies by coven.

Fish Head Coven

From their domain in the Gale Fields, the witches of the ascendant Fish Head Coven spread their arcane influence across the island to control the discovery and trade of magical ingredients, to feed their insatiable obsession with their art. Dozens of witches on the island are affiliated with the Fish Head Coven, answering to the whims of the coven's ruling Council of Three and Thirty, an arrangement that smaller covens envy or bemoan.

Other Covens

Though the Fish Head Coven wields the most influence, there's still enough room on Obojima for a handful of other covens, with lairs of their own. Inter-coven hostilities are usually kept to a sportsmanlike rivalry, but feuds bubble up from time to time, and some even result in duels.

Other notable covens include:

- ♦ Cloud Cap Coven at the base of Mount Arbora
- ♦ Patchwork Robe Coven in the Land of Hot Water
- ♦ The Tall Hats who wander in their caravan primarily in the Gift of Shuritashi
- ♦ Crowsworn in the Brackwater Wetlands
- ♦ League of the Gilded Gourd in the Coastal Highlands





Getting Around the Island

Walking is a common enough way to travel the roads that crisscross Obojima, but there are plenty of other ways if you'd like to give your feet a rest. Many Obojimans travel by mount or in the back of a cart or wagon. The islanders rely on a wide variety of creatures to handle this. Horses and bestial spirits are the most prevalent, but you will find sturdy goats on the slopes of Mount Arbora, thick-scaled reptiles in the Gale Fields, and even the occasional giant dragonfly.

Some folks prefer vehicles to get around. Hot air balloons and gliders are common sights. Relics from the First Age also provide even more options, which include bicycles, motor-bikes, and scooters. Even cars and trucks are not so rare that they would be met with disbelief on the road. For more information on vehicles, see page 161.

The most truly wondrous mode of transportation is via the Wandering Line, a train that makes stops all over the island, including several in the Spirit Realm. For more information on the Wandering Line, see page 113.

No matter the method you choose to travel, you'll surely have quite the adventure on your hands. There is almost 300 miles between the quaint western coastline to the dangerous eastern beaches, most of which are uninhabited wilds.

Regions

Most maps of Obojima divide the island into six regions that are widely recognized by the islanders. The regions are not political divisions, but rather, they describe larger geographical areas that share certain characteristics. A seventh region describes the submerged landscape that surrounds the island. It is known as the Shallows. Beyond the shelf of the Shallows is the vast expanse of ocean that the islanders refer to as the Deep.

The Gift of Shuritashi

Also known as the Gift, the westernmost and largest region is named after a great spirit that once roamed the western forests of the island. The land is a patchwork of idyllic landscapes that include rolling hills, lush forests, and sandy beaches. Most of its scattered villages and towns are home to farmers and craftspeople.

For more on the Gift of Shuritashi and the locations in it, see page 23.

The Land of Hot Water

Natural hot springs dot an otherwise arid landscape that stretches between the northern slope of Mount Arbora and the sea. The people who live here enjoy a culture that balances industry and relaxation. Of late, a fad of flight has spread among the engineers and tinkerers who live here.

For more on the Land of Hot Water and the locations in it, see page 48.

Mount Arbora

The looming peak of this ancient mountain can be seen from every corner of Obojima. Meltwater from its snowy slopes feed the island's rivers, so some of the island's residents regard Mount Arbora as Obojima's beating heart. Though majestic, the mountain is treacherous. The terrain can be unforgiving, and some of the island's largest monsters dwell here.

For more on Mount Arbora and the locations in it, see page 64.

The Gale Fields

The center of the island is a vast, sweeping plain—a wilderness of uncommonly tall grass. Crossing the Gale Fields is no easy task, but it's the quickest way to travel from one end of the island to the other. The honorable Courier Brigade maintains the major roads that crisscross the Gale Fields, though the nomadic communities who call the area home know its secret paths for good reason: this is the domain of the **howlers**.

For more on the Gale Fields and the locations in it, see page 74.

The Brackwater Wetlands

Aside from the peak of Mount Arbora, the soggy Brackwater Wetlands in the east of Obojima are the island's most sparsely populated region. The people here are accustomed to a hardscrabble life, and they have adapted to the swamp by building entire settlements on stilts. The region is known for its time honored tradition of mud eel fishing, though its greatest point of pride is that it is the home of

the island-famous Hakumon's Ramen Shop. Of late, the treacherous wetlands have become even more dangerous, as a large swathe of it has been overrun by the mysterious Corruption that came from the sea only months ago.

For more on the Brackwater Wetlands and the locations in it, see page 81.

The Coastal Highlands

The land in the southeastern corner of Obojima rises sharply from the Gale Fields and Brackwater Wetlands, forming a plateau of craggy rock that ends at the sea as a dramatic, sheer cliff. Within the cliff face are several sprawling networks of caves that open out over the sea.

For more on the Coastal Highlands and the locations in it, see page 97.

The Shallows

Obojima is ringed by a reef known as the Shallows. The beach drops under the surf creating a sandy bottom that stretches out several miles offshore and can get to a depth of 200 feet before the reef rises up, creating a coral wonderland around Obojima. Beyond, a steep shelf gives way to the deep waters of the open ocean. Aside from being home to all kinds of sea creatures, a portion of the Shallows is also claimed by the Lionfish King, who has become increasingly agitated and belligerent since the Corruption arrived on the island.

For more on the Shallows and the locations in it, see page 108.

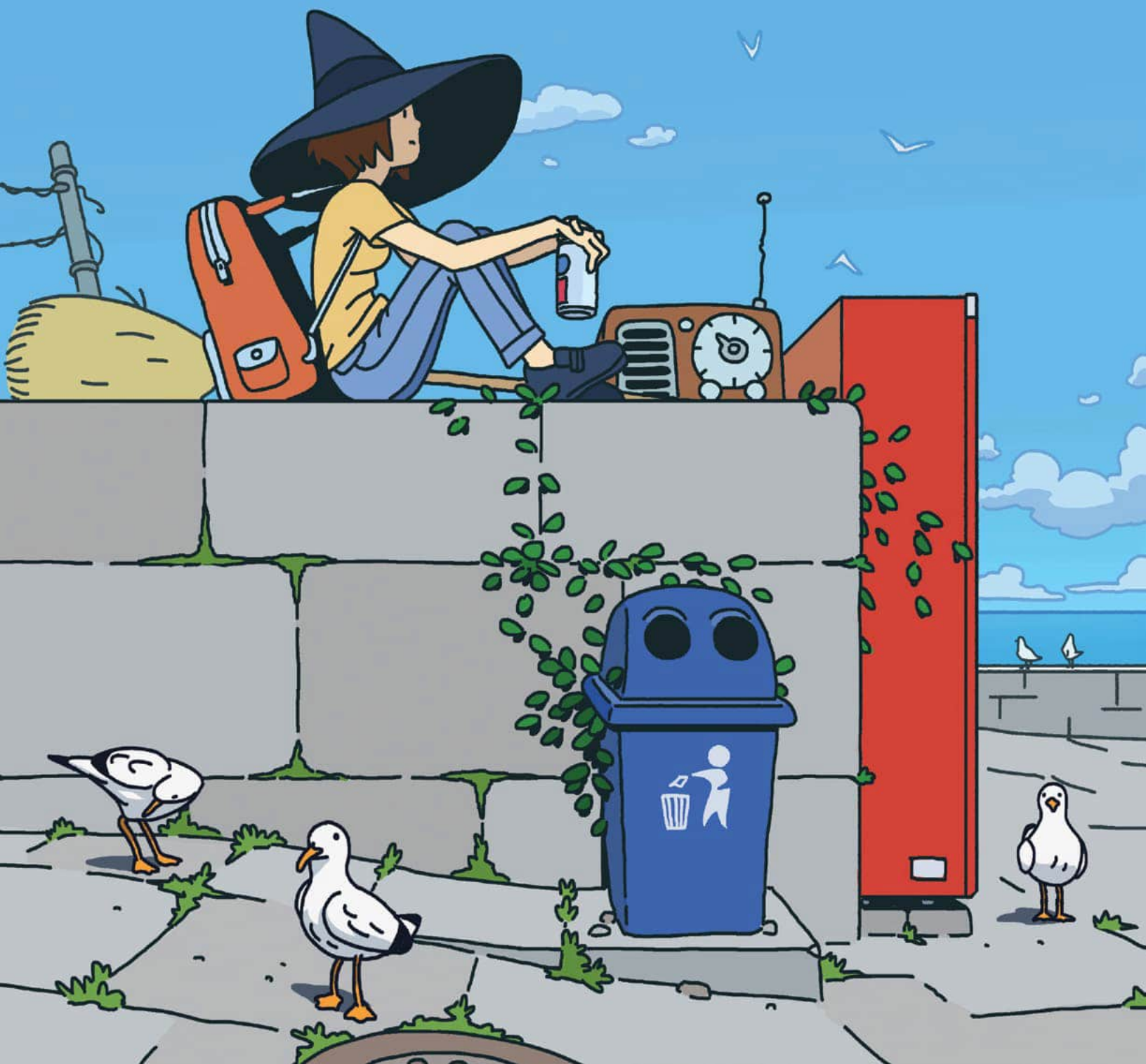


LOCATIONS

Below, you will find 30 unique locations found all across the island. These locations are organized by region and range from a small ramen shop to the largest city on Obojima. However, these are not the only important locations on the island. There are many unlisted towns and villages, which we implore you to create yourself.

Player Information VS GM Information

At the start of every location is a paragraph or more of text which gives the reader a general overview of the location. This section is intended for players and GMs to read. The text that follows the Blue “Tone / Vibe” section is for GMs only.



THE GIFT OF SHURITASHI

The Gift of Shuritashi, known by locals as “the Gift,” is named after the legendary spirit Shuritashi who once roamed Obojima. This region is a harmonious blend of tropical paradise and pastoral tranquility. Its landscape is a tapestry of verdant farmland, thick forests, and rolling hills blanketed in lush meadows where the scent of flowers fills the air. In the valleys, gentle rivers meander towards the coast and the golden beaches that the Gift is known for.

Scattered across the land are quaint villages and towns where the rhythm of life is slow and relaxed. The inhabitants, primarily farmers and craftspeople, cultivate the land, growing vegetables, spices, tea, and fruit, as well as raising all manner of livestock to graze the hillsides. These settlements, with their thatched roofs and open markets, exude a rustic charm that complements the natural beauty surrounding them. The artisans’ handiwork captures the essence of Shuritashi’s spirit in their intricate crafts. In the Gift, the serene lull of nature and the gentle hum of daily life merge together to create a sanctuary where the legacy of the great spirit Shuritashi resonates in every rustling leaf and crashing wave.

Wandering Encounters

Roll d12	Wandering Encounter
1	A herd of wild horses (use the pony* stat block).
2	A band of 1d6+2 yokario .
3	A spirit companion that is lost.
4	A herd of wild boar* .
5	An overgrown First Age vehicle is discovered.
6	An awakened cat.
7	A wandering band of troubadours on the way to the nearest village to spread music and good cheer.
8	A shooting star streaks through the sky and lands a few miles away.
9	A merchant can be heard grumbling in the distance about her wagon having a broken wheel.
10	The Hunter can be seen flying overhead.
11	A successful DC 17 Wisdom (Perception) check reveals a dara glyph etched into a tree.
12	A young wizard (use the acolyte* stat block) who knows just enough magic to cause a mishap or two.



COASTAL DIVERS' LODGE

SOUTHERN BRANCH

One of the two remaining divers' lodges is the southern branch, which is located in the Gift of Shuritashi. Like the other divers' lodges, the southern branch has a deep connection to the Clintock name. It was the renowned Captain Clintock who first established the lodge with the Mariners' Guild in an abandoned fisherman's cliff dwelling decades ago, and the captain's eldest daughter, Paloma, now looks after the place. Though general interest in ocean exploration has waned across the island, stalwarts who still heed the lure of the sea continue to be drawn to the lodge. Along with Paloma, a handful of guild members live at the lodge, and at any given time, there might be a handful of guests or researchers staying here as well.

The Lodge's position in the cliff wall has proved perfectly situated to ward off attacks from the Lionfish King's warriors.



Tone/Vibe

Eclectic, Comradely, Empty

Aquarium

The southern divers' lodge is known for its aquarium, which hosts a rotating collection of marine creatures that the resident naturalist studies before releasing them back into the wild.

Captain of the Pointue

Clintock himself is currently in residence while his submarine, the *Pointue*, remains in drydock for repairs.

Old Feud

Captain Clintock and the Lionfish King have maintained a decades long feud that accounts for much of the mayhem in the Shallows during that time. Both parties have reason to hate the other. The Lionfish King spent time as a prisoner in the spirit town of Uluwa due to Clintock's handywork, and he in turn managed to sink the captain's original submersible—the *Pointue*.

However, Captain Clintock's usual resolve at countering his bitter foe appears to have diminished since his most recent arrival at the lodge. Paloma believes it's his age that has tempered him, despite his insistence that dealing with the Corruption is far more important right now.

New Menace

Corrupted fish folk from the eastern side of the island have begun encroaching on the domain of the Lionfish King. Paloma only recently encountered them when they attacked her ship. She managed to escape, but not before one of the attacker's darts struck her, secretly infecting her with the Corruption.

Corruption Research

Captain Clintock brought with him samples of Corruption-affected aquatic life, and the resident member of AHA has been researching it, much to the discomfort of the other lodge members.

NPCs

Paloma Clintock (female human). Paloma runs the lodge and to her, it's her castle. She grew up traveling between the four divers lodges, but she always felt like the southern branch was home. She lacks her sister Holly's gift for engineering, but her strength is in her fearlessness, which tends to dip into recklessness. Though she loves her father and sister, the members of this lodge have become closer to her than her family.

With the increasing belligerence of the fish folk, Paloma has recently begun launching solitary missions into the domain of the Lionfish King to disrupt possible attacks. On these missions, she wears a magical cloak of mist that spreads around her and her small ship.

Captain Clintock (male human). The captain of the *Pointue* is a man of few words, but he can command a room with his presence. He is driven, introspective, and insatiably curious about the sea. The sea is his passion, and as he ages, he is increasingly aware that his legacy of celebrating the world beneath the waves will be overshadowed by his squabbles with the Lionfish King.

The Corruption he encountered during his most recent voyage to the eastern side of the island has kindled a new sense of purpose, as the threat to the sea life he reveres is threatened.

The only thing Captain Clintock loves more than the sea are his daughters, whom he is immensely proud of, though his affection for them is reserved for the letters he sends from his voyages.

Figby, the naturalist, musician, chef, and freediver extraordinaire (male Nakudama). Figby is a boisterous

personality who is quick to laugh and share in the laughter of others. He serves as the lodge's chef, with meals prepared from the fish he catches on his morning dives. When he's not in the water or in the kitchen, the lodge echoes with the jaunty sounds of his accordion. He is the glue that keeps the lodge together.

Leobini, the Navigator (male human). The old navigator has lived at the lodge longer than anyone and they are one of Captain Clintock's closest friends. Leobini moves about the lodge with the help of a crab-like spirit named Mr. Tamlin, who carries the navigator on its back. Although they rarely go on excursions these days, they're more than happy to tell one or more of the thousands of stories they know about sea monsters, brave sailors, and foolish captains to any and that will listen.

Dahlia, Apprentice Diver (female elf). After a diver passed away in an excursion in the Land of Hot Water, Paloma invited his young daughter, Dahlia, to stay at the lodge. Dahlia's mother had passed just a few months prior, so the young lady was quick to accept the offer and grateful to have a place to stay. Since then, Dahlia has come into her own, and has become a beloved member of the lodge. Known as a bookworm, Dahlia spends much of her time at the lodge investigating objects from the First Age that were hauled up from the sea. She has a deep fascination with action figures, and she might have the largest such collection on the island. Since the return of Captain Clintock, she's assisted in his research of the Corruption.



Points of Interest

The *Pointue*. There's no mistaking Captain Clintock's submarine, which is shaped like a giant, plump swordfish. The *Pointue*'s riveted exterior and bulbous lines gives it a clunky appearance, but it is actually quite graceful in the water. The interior sports elegant dark wood paneling and chic furniture from an older age.

Captain Clintock is most proud of the *Pointue*'s robust nautical library, which includes a small collection of documentary films about the sea.

The *Pointue* is no ordinary vessel. It is both a mechanical and magical marvel. It never runs out of breathable air, and it can even stretch to pass through narrow passages, though this power has a limit. The swordfish's sword is no mere decoration, as many of the Lionfish King's ships rotting on the seafloor can attest.

At present, the *Pointue* is in drydock at the divers' lodge. The submarine, which had been damaged during an expedition to the island's Corruption-tainted coastline, is in need of repairs, but the Lionfish King prevented the captain from voyaging to the divers' lodge in the north, where his mechanically gifted daughter, Holly, and the appropriate tools to fix the submersible reside. As no one here knows how to fix the *Pointue*, it remains at the southern branch along with the captain.

The Ogo Mo Vogo. The lodge's closest neighbor is an enormous spirit that resembles a snail with a multi-spired shell that sparkles in moonlight. The spirit is called the Ogo Mo Vogo, a fact that everyone who comes near it somehow spontaneously knows. The Ogo Mo Vogo seems to favor the lodge, and it is often found clinging to the cliff face close-by. The lodge's resident naturalist, Figby, discovered that the spirit is often willing to transport people it trusts down to the seafloor.

Adventure Hooks

Missing Diver. When the adventurers arrive, they soon discover from the divers at the lodge that one of their members went missing the night before. Most believe he was taken by fish folk raiders, but whether they were sent by the Lionfish King or by the Venomous Rex is not known. Paloma Clintock asks the adventurers to help her find her friend.

Fish Folk Defector. A fish folk turns up at the lodge, claiming they no longer want to serve the Lionfish King, who they claim has grown paranoid and unstable. He says he has information about an impending attack on the village of Tidewater.

Paloma believes he is a saboteur or assassin sent by the Lionfish King, but Captain Clintock is ready to trust him.

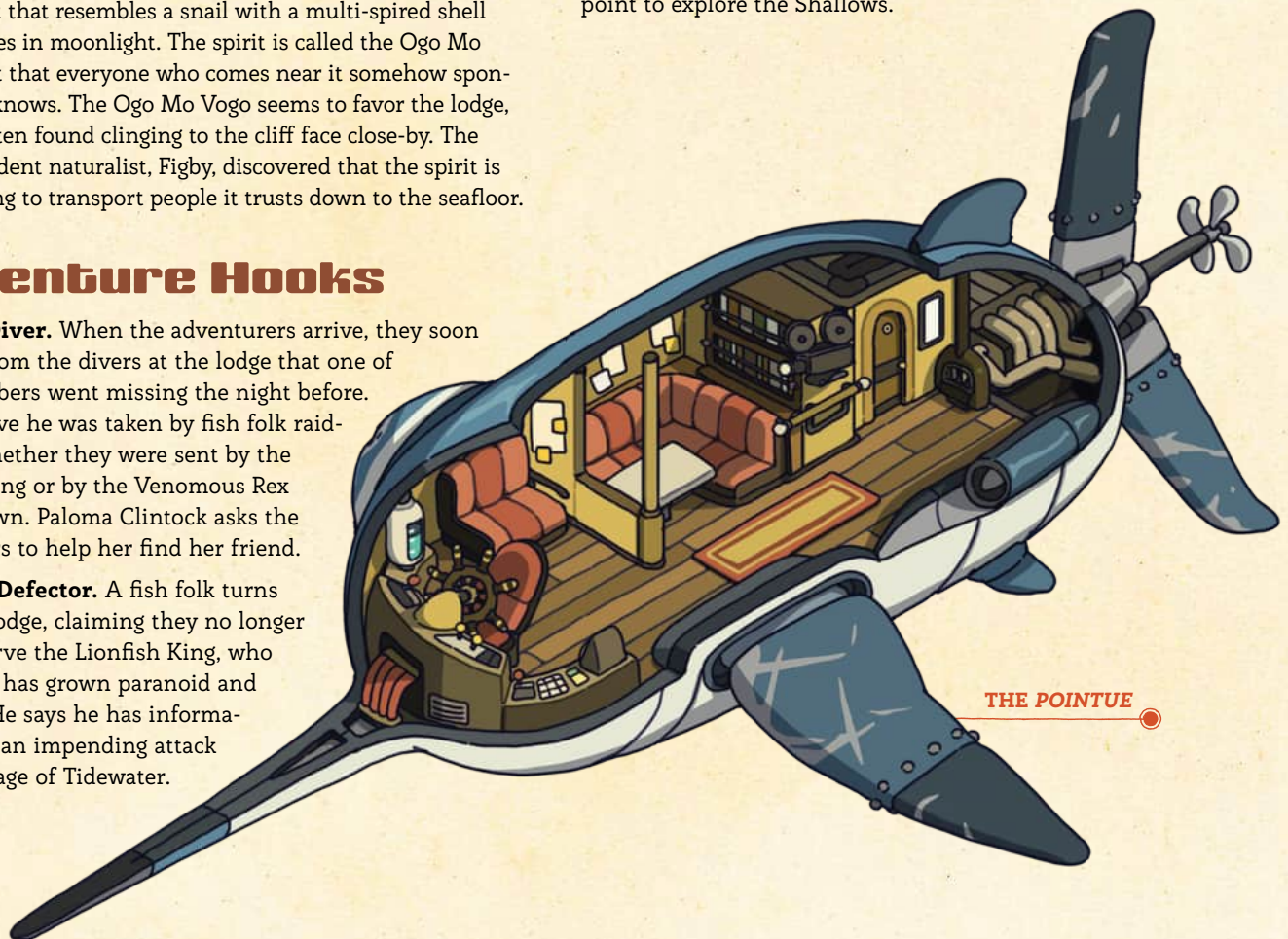
The Rare Strobe Fish. A few days ago, Figby was on a dive and spotted a rare species of fish he's been calling the strobe fish. He was hoping to study it, but he had to retreat because he was nearly out of breath. He desperately wants to study it and would love some help finding it and perhaps even capturing it for his aquarium.

Transport the *Pointue*. The Lionfish King will stop at nothing to destroy his most hated foe's precious submarine, and a recent raid almost succeeded. Captain Clintock can no longer wait for his engineer daughter, Holly, to come from the northern lodge to repair the *Pointue*, so he enlists the adventurers to escort the vessel.

Rumors and Legends

Taverns along the Gift of Shuritashi are abuzz with chatter about a mysterious vessel that's been seen intercepting and driving off fish folk raiders. The rumor credits the lodge, with most folks speculating that Captain Clintock is the unsung hero.

The Coastal Divers' Lodge connects to two of Obojima's looming dangers—the ongoing conflict with the fish folk of the Lionfish King's domain, and the threat posed by the Corruption. The lodge serves as a great location to bring the adventurers in contact with either issue or as a jumping off point to explore the Shallows.





MATANGO VILLAGE

Located in a damp, forested pocket in the western foothills of Mount Arbora is a village of mushroom farmers, who have discovered a patch of woods so steeped in magic that the lichen and fungi they grow there have reached such extraordinary sizes that they are large enough to live inside of and for generations, that is exactly what they've done. What was once an empty forest floor and canopy are now sprawling with magnificent homes and businesses, all carved from the giant mushrooms the farmers planted so many years ago.



Tone/Vibe

Festive, Jovial, Inviting, Magical

years to produce the optimal conditions for their fungi to bear fruit. This terraforming has created sections of the surrounding forest that are unique to each of the families.

Reputation

Matango Village is known to villages in proximity to it or by anyone who has an affinity for mushrooms, like chefs and healers. There are a few who go there to experience its other features, like purchasing some fine clothing from the Red Chanterelles or experiencing the solitude of the Reishi Clan Monastery.

Mushroom Clans

There are several known farming groups in Matango Village, each one with its own specialty mushroom that they have grown for generations. They've cultivated the land for

Culture in Matango

The farming community of Matango Village has always been jovial and kind to one another. Each week, the villagers gather in the center of town where they swap stories, share new ideas, discuss whose gourmet mushrooms are the most coveted, and, after a bountiful harvest, they host their mushroom market where buyers come from all around to purchase the latest flush of mushrooms.

The quaint town is also known for its Truffle Festival, which sees eager truffle hunters from all across the island flooding into the nearby woods.

Farmers of Matango Village

Matsutake Gang. The Matsutake Gang are a proud, rough and tumble group of disparate people who joined together out of a sense of found family and a common love of mushrooms. Matsutake Gang members are often covered in earth from their work cultivating and harvesting their produce and live in large, rough hewn houses.

Red Chanterelles. The Red Chanterelles are a family of fashionable farmers who are known for their crimson cloth and exceptional haberdashery. Along with their outstanding mushrooms, the Red Chanterelles produce fine clothing, lush dyes, and stylish shoes.

Reishi Clan. The Reishi Clan are an order of farmer-philosophers who live and work in a way where farming has become a deep, contemplative act. Their monastic lifestyle has become known throughout Obojima, and occasionally the Reishi Clan will allow visitors to come to their mushroom monastery and meditate.

Porcini Family. The Porcini family has been in Matango for generations, and are known for their singing, their joie de vivre, and their lavish dinner parties where any welcomed guest becomes an honorary Porcini family member for the evening. Although the Porcini family is well cultured, they are not above rolling up their sleeves, gathering their gardening tools, and standing fast to fend off would-be mushroom thieves.

The Reign of the Truffle Prince

Every year, people from around the island descend on Matango Village to participate in the annual Truffle Hunt. A celebrated competition where hundreds of villagers, adventurers, and truffle aficionados search the wilderness surrounding the village in hopes to find as many of the 73 unique mushrooms that grow in the area. The winner of the contest is crowned the Truffle Prince, a title that comes with the distinction of communing with the Great Pig Spirit, Roghora, and enjoying delightful feasts prepared in the spirit's honor. The Truffle Prince reigns, enjoying all the benefits and honors befitting the title, until the next hunt the following year.

The Domain of Roghora

The elder pig spirit, Roghora, has called the Matango woods its home for centuries. It's said that the spirit found respite here after it fought the Great River Mu and lost in a devastating defeat that nearly took Roghora's life. While injured, Roghora lived in the woods, feasting on the vast variety of mushrooms and wildlife. After a year of recovery, Roghora eventually decided to stay and make the land its domain.

Since then the woods have slowly become infused with Roghora's magic, shaping the land to its liking and producing an abundance of its favorite food—mushrooms.

NPCs

Reheni, the Current Truffle Prince (female human).

Reheni is a good-natured young woman who, with the help of her pet piglet, Gooma, won last year's Truffle Hunt, and is now reaping the rewards. She proudly wears the regalia around the village and passes on any wisdom that she gleanes from her contact with the Great Pig Spirit, Roghora.

Myron the Lichen Sage (male human). Myron is the village druid who has taken it upon himself to make sure that the special magic of Matango Village, which allows for such phenomenal mushroom growth, is kept in balance and that the proper spirits are appeased. He can often be found digging and sniffing in the soil, dowsing with his divining rod, or wandering the forest humming an ever-changing tune.

Chogo (male human). The leader of the Matsutake Gang is a heavyset, muscular man in his mid-thirties named Chogo. Chogo is rough on the exterior, but underneath all the tattoos and sternness lies a heart of gold. His main concern is caring for the well-being of all the waifs, urchins, drifters, and ragamuffins that have found a home in the Matsutake Gang and making sure that they all find a sense of purpose and belonging.



REHENI

Marvolio (male human).

The majordomo of the Red Chanterelles is the dashing and ever-fashionable Marvolio. It is well known in Matango Village that Marvolio has brought the Red Chanterelles to a new level of creativity and style. Some say that Marvolio is a genius, whether that is true or not, what is known is that he is uncompromising when it comes to his vision.

Whenever possible, Marvolio seeks out possible collaboration with famed adventurers and festival winners. As he always says, “An icon of the island must be dressed to impress, and what’s more impressive than a Chanterelle original”.



MARVOLIO

Mama Amala (female human).

The head of the Reishi Clan is Amala, an intense yet gentle woman in her mid 50's. A handshake from her lets anyone know the power—physical and spiritual—that lies within her unassuming form. She is welcoming and is a wealth of information, happy to share her knowledge with anyone who is wise enough to listen. Her mission is to bring the power of the forest spirits through the fungi that the Reishi Clan cultivate. It is her belief that being connected to the island brings humility, insight, and intelligence.

Madame Porcini (female human). The head of the Porcini household is a stout and friendly woman everyone calls Madame Porcini. On arrival at the border of the Porcini farm, the first thing you’ll hear is the lilting voice of Madame Porcini singing to her mushroom fields along with the rest of the extended Porcini family chiming in. Everyone in Matango Village associates her voice with good food and a grand party.

Points of Interest

Mushroom Houses. Each farming clan in Matango Village has a giant house version of their particular species of mushroom, complete with hallways, staircases, and rooms in which the group lives. There are smaller mushroom houses that surround the main house, where guests and other members of the farming community live. These homes are carved from centuries-old mushrooms that can grow in the forest in the right conditions.

Pig Pen. The aptly named Pig Pen is the communal home and facility of a local guild of big farmers known as Snout. For decades the guild has produced some of the highest quality truffle hunting pigs the town has seen, all of which were born and raised behind the closed doors of their barn-like manor. Recently, they have lost some of their sway within the community after the title of Truffle Prince was given to Reheni and her mutt of a truffle-hunting pig, Gooma.

Moss Boiler. This outdoor food stall is home to a local delicacy called *moss boil*, an unusual dish that takes the normally inedible laughing moss and turns it into a deliciously complex and springy faux noodle dish. The famed dish was created by the owner and chef of the Moss Boiler, Rokoko, a large bipedal beetle spirit and collector of odd ingredients. Since the humble shop was established a year ago, Rokoko has enjoyed the fame of a local celebrity but in recent months has struggled to keep up with the demand his fame has created.

Adventure Hooks

Mushroom Raiders! A collection of greedy spirits and mushroom poachers have set up a camp not far from town. The 4 major mushroom clans are in a panic trying to decide what to do about it.

Angered Spirits. The farmers of Matango Village are experiencing a sudden and underwhelmingly low yield in their most recent crop. Myron the Lichen Sage believes that the cause is an angry spirit of the forest that has not been properly appeased. He needs help scouring the forest to find the angered spirit.

Moss Doesn’t Grow on Trees. Rokoko, the owner of the Moss Boiler, is in desperate need of more **Laughing Moss**. His famous dish requires a heap of the uncommon potion ingredient and he’s dangerously low in supply. Those willing to hunt down the illusive moss can trade for any one ingredient from his curated collection.

Joining the Truffle Hunt. The adventurers have joined the annual Truffle Hunt with little time to prepare. They must quickly gather their gear and start their search for the rarest of fungi this side of the mountain. To find these elusive mushrooms, they must work as a team to scour the forest floor, but that’s not the only thing they’ll need to worry about. A group of **howlers** are heading to the village and, if they arrive, they’re sure to ruin the festival.



OKIRI VILLAGE



Quaint, charming, and idyllic, Okiri is a farming village in the Gift of Shuritashi, nestled in rolling hills between a modest wood and a lazy river. It's a place where everyone knows everyone else. The river, which flows south from Mount Arbora, intersects with the east-west road, placing Okiri on a crossroads. Travelers frequently pass through the village, bringing news from the outside world, but generally, Okiri has remained somewhat insulated from the larger dangers that lurk in the vast expanse of the Gale Fields just beyond the farmland.

Though small, Okiri boasts a diverse population, with Nakudama, humans, and elves all making the village their home for generations. The history of the village stretches back to the earliest days of the Nakudama Age, and then, like today, has been the stomping grounds for a variety of nature and beast spirits.

Compared to other villages of similar size, Okiri supports quite a large amount of trade. The village is perhaps best known for its sheep dragon herders, who shear the wool to craft a variety of goods such as wooly hats, sweaters, cloth, and blankets. Other villagers grow a variety of vegetables, fish on the river, or ply their trade as craftspeople.



Tone/Vibe

Warm, comforting, familiar, charming,
like home

The Importance of Sheep Dragons

Okiri is known for the quality of wool it produces, which comes from the sheep dragons that graze the surrounding hills. Sheep dragons are clever and mischievous creatures, and tending to them is no easy task. There is great pride among the shepherds of Okiri for the rich tradition that they are a part of. The village has embraced sheep dragons to such a degree that its sigil depicts one.

The Farm Collective

Okiri is a village of many faces. Most of the time, it's a sleepy farming village, but market days and festivals transform it into a festive hub, where folk from villages come throughout the region to celebrate, trade, and compete. The festivals are determined by and even named for certain crops. The Cabbage Festival and Wrinklefruit Festival tend to draw the largest crowds.

Festival Games

Most festival days are accompanied by festival games, which have become a major reason why people from nearby villages and farmsteads descend on Okiri. All at the festival are welcome to join in the games, which include wrestling and tests of accuracy of various sorts.

However, the main event is a game called *blotcher*, where participants are divided into teams, and each person is given a shepherd sling and a bag of overripe produce to hurl at the other team. A variant of the game lets folks use pot lids as shields. Participants must wear a traditional tunic of undyed wool so that when a person is hit with a flying fruit or vegetable, it'll leave a clear blotch. The game is played over a series of rounds, each one featuring a different projectile. By the end of the match, the participants are covered in multi-colored stains, which they are encouraged to wear proudly.

Okiri is a feel good village—a location where nothing catastrophic happens. No matter what's going on in the world, the people of the village seem to be unconcerned and unaware. Possibly to their detriment. Communicating its charm, and fostering connections between the adventurers and the villagers can really help Okiri become a beloved location, and a place they look forward to returning to throughout your Obojima campaign

Life in Okiri

Okiri describes the village and the stretch of farms and grazing lands that reach from the village to the edge of the Gale Fields. The folk living in farmsteads are considered villagers every bit as much as those with homes in the village proper.

Tradition guides day-to-day life for most villagers. All trades and associated responsibilities are handed down through generations.

The people of Okiri have a strong sense of community, and they prefer a light touch when it comes to governance. Most of the time, villagers handle their issues among themselves, and only in major disputes between neighbors, or in matters of the village's defense will they call together representatives of the farmers, shepherds, fishers, and crafters to gather at the hall known as High Hearth, to decide on such matters.

NPCs

Broad Naldo (male human). Naldo is built like an ox, with a large, muscled frame and thick arms. If not for his boyish, friendly face and easy smile, folk might flinch at the sight of him. He is always eager to help, and he can usually be found on one of the farms lending a hand, or delivering heavy things to folks in the village. Naldo is a bit of a chatterbox, and can be easily distracted, which is why he employs his hound companion, Block, to keep him on track.

Miss Lindley (female human). When equipment fails in Okiri, villagers look to Miss Lindley to repair them but not without a bit of trepidation. Miss Lindley is usually not one to entertain guests, and expects visitors and customers to be direct with their requests. If asked to make a repair, she'll often demand that she be brought some seemingly absurd component in order to complete the task. One time, a customer presented her with a busted plow, and Miss Lindley told her to return with a bucket of shards of blue glass and a turnip—"and the glass had better be blue!" But folk stopped questioning their odd duck neighbor because objects that have passed through her care are often better than new.

What the people of Okiri don't know is that their peculiar repair specialist is a witch and was once one of the most powerful and politically influential witches in the Fish Head Coven as a member of the Council of Three and Thirty. She retired years ago, and she now uses her transmutation magic to conduct her trade.

The Torrelli Brothers (male humans). Thim and Torrio Torrelli are the most adventurous shepherds in the area, taking their sheep dragons to graze lands far from the village. Their wanderings make them a great source of information about the outside world, though they often lace



their tales with humorous anecdotes. Both brothers love to collect and share jokes, and they spend much of their time cracking each other up while their flock grazes. The pair are also formidable slingers, and tend to do quite well in blotcher matches.

Morna (female Nakudama). If you're new in the village, there's a good chance you're being watched. Morna, a Nakudama child, loves shirking her work to spy on strangers who she claims, "are too damn interesting!" She's not shy. She simply likes to observe newcomers, and she can appear in random hiding places all over Okiri. If she's discovered, she'll happily engage in conversation, though. Morna is fearless, and she is drawn to dangerous places, as they hold the greatest potential for fun. She has a small knife that she found, and she likes to play with it, pleased that it seems to make adults uncomfortable. Morna might just be the best informed person in the whole village.

Wenneth (female human). Okiri is not known for its warriors, but that doesn't mean there aren't any here. Wenneth, a middle-aged farmer living with her family on the village outskirts is a sanctioned sword champion representing the island's sword schools. Those aspiring to join one of the schools can challenge Wenneth to a friendly duel. She is ruthless with a blade but encouraging to her opponents.

For folks traveling east, Okiri Village is the last settlement before entering the Gale Fields. As such, the Courier Brigade maintains an outpost here. It has a stable that is always stocked with one or two fresh mounts for courier brigadiers passing through.

Points of Interest

The Commons. At the center of Okiri village is the commons, a low mound covered in grass and topped by three pillars of stone, each one a different height. The grass here is usually left overgrown until the "grazing of the commons" when the sheep dragons are permitted to eat the grass. This tradition prepares the site for blotcher to be played here.

The High Hall. This tall timber hall is built on a rise on the bank of the creek. It's not always in use, but it serves multiple functions in Okiri. First, the High Hall is where village meetings are held. In winter, it's transformed into a more traditional feasting hall. Finally, it's likely the sturdiest structure in the village, so it's where folks gather if the village is ever under attack. The cellar even has a small cache of weapons that can be distributed to a makeshift militia if necessary.

Outdoor Hearths. Okiri villagers have a tradition of eating outdoors whenever possible to encourage gatherings. Beside the commons is a cluster of cooking sites, each one with its own hearth set into the floor of a gazebo. A derelict food truck and relic from the First Age stands at the center of the gathered gazebos like a monument to outdoor dining.

Bree's Mercantile. This simple merchant shop is the only one in Okiri. It has a decent variety of general goods, but it specializes in selling potion ingredients. The shop's proprietor is Bree, a small, roundish spirit with prickly skin that resembles the outside of a **Pyramid Melon**. She is happy to take customers' money but prefers a good trade.

Sheep Dragon Grazing Grounds. Beyond the orchards and tilled farmland is a large span of low hills that shepherds use to graze their sheep dragons. The land is dotted with rusted out husks of vehicles from the First Age. It's generally a quiet place, well away from the village proper, but even still it has its unique dangers. **Hill dragons** have been known to ambush travelers, and on rare occasions, **field giants** range into this territory, causing panic as they go.

Adventure Hooks

Party Crashers. The celebratory air of one of the village's vegetable festivals attracts a rowdy band of **yokarios** whose antics threaten to disrupt all the fun.

The Flying Bicycle. A young boy in town got a hold of a levitation potion and poured it on the spokes of his bike and climbed on, hoping to join a school of flying jellyfish passing overhead. His bike carried him skyward, but it doesn't look like it's coming down any time soon. Terrified, the boy's parents implore the adventurers to get their son back safely.

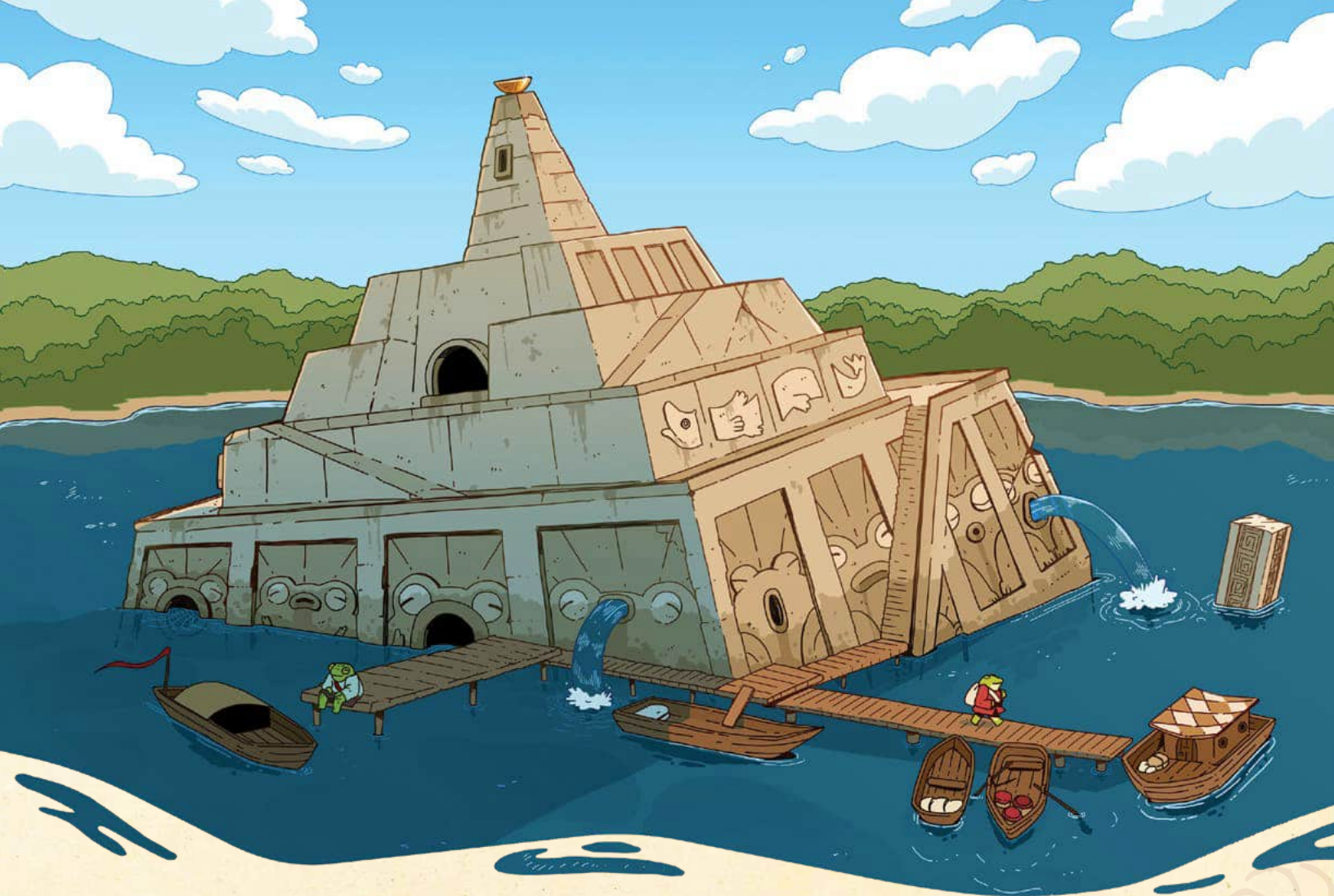
Missing Shepherds. At dawn, a lone sheep dragon is spotted in the center of town. It's recognized as one the Torrelli brothers' flock. No one can find the two shepherds, however. The grazing grounds might point to what happened.

Settle it on the Field. On the eve of a festival, braggarts from a neighboring village stir up trouble by picking fights with the locals, and then with the adventurers. If things escalate, the locals intervene, and challenge both groups to settle the issue on the blotcher field.

Deputy Couriers. When an injured courier brigadier enters the town wounded and exhausted, she deputizes the adventurers and charges them with completing the delivery of an important parcel bound for the Graysteps on Mount Arbora.



OUTDOOR HEARTH



TEMPLE OF SHOOM

In a remote part of the Gift of Shuritashi, an ancient Nakudama ziggurat stands, mostly submerged, in the deep waters of Lake Ellior, one of Obojima's great lakes. The ziggurat is called Shoom, and though time and neglect have taken their toll, the structure remains mostly intact.

The ruins of a settlement on the lake's southern shore hint at the site's bygone importance. At the height of the Nakudama monarchy period, Shoom was part of a sprawling complex where Nakudama families came to hatch their young and stay for a time to raise them in their earliest days of life. The ziggurat was where the eggs were brought, and the waters were carefully monitored and maintained by a host of midwives and attendants who kept the conditions here ideal. It was the largest such site on the island, and even took on a semi-sacred status by the time it had been largely abandoned centuries ago.

Shoom is seldom visited today by Nakudama, let alone other travelers. The fact that the site was so thoroughly forgotten might indicate that the cultural amnesia surrounding it was deliberate.



Tone/Vibe

Mysterious, ancient, hopeful, ominous

Lake Ellior

As the largest lake on the island, Ellior was once the cradle of nakumada civilization, and pockets of ruins can be found all along the lakeshore. The lake is deepest at its northern end, and that's where the ziggurat stands.

Rumors and Legends

There are no widespread stories about Shoom, and the ones that do exist don't shed much light on the place. The only tidbit worth hearing that has been attributed to Shoom is that people ceased visiting all at once when the water became home to a dangerous beast.

Shoom is a great place to have adventurers explore part of Obojima's history as well as ancient Nakudama culture. If it fits your campaign, you could present Shoom as a sunken dungeon with each of the stacked tiers offering their own challenges to overcome.

Why Shoom was Abandoned

At its height, Shoom was a thriving hatchery with scores of families visiting at any given time to hatch their young. Seemingly all at once, the place was abandoned and promptly forgotten. Here's why:

After being central to Nakudama culture, Shoom was deserted and left to languish in its lake soon after the enigmatic figure known as Voraro the Parasite showed up. The charismatic Voraro, a Nakudama known for his oracular powers, claimed he knew the destinies of all living creatures. Parents intent on knowing the fortunes of their children brought Voraro to Shoom. Once inside the ziggurat, the truth of Voraro's powers became known. He was a warlock who served a greedy and gluttonous spirit. Voraro used his magic to enthrall many midwives and offered the Nakudama eggs as tribute to his spirit patron. Unable to drive Voraro and the spirit out, it was decided to seal them in the ziggurat and abandon Shoom.

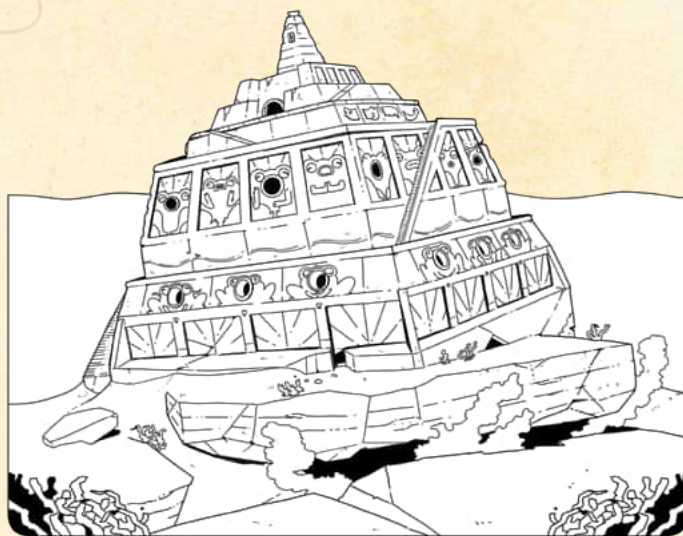
Shoom Today

Left derelict for centuries, Shoom was recently rediscovered by an expedition of eight Nakudama midwives who'd been seeking the site for some time. The earthquake and the tsunami that followed spurred them to look for answers in the history of their people. Upon entering the ziggurat, they took to restoring it with the hope of rededicating the place as a Nakudama hatchery. The work has been slow going, and their leader, Beatri, has gone missing.

The ziggurat is operational again, and despite the possible dangers, word has spread. For the first time in many centuries, families are making the trek.

The Lingering Power of Voraro

Voraro the Parasite's power is once again stirring after a long hibernation. He is biding his time, for he believes his patience will be rewarded with ever more Nakudama returning to the site to be enthralled and consumed by his spirit patron. He now aims to lure more Nakudama back here to enthrall or feast upon.



Ziggurat Features

Tiers

The ziggurat of Shoom is made up of six rectangular tiers. Each tier is 15 feet tall. The bottom tier is 100 feet wide and 80 feet long, and each tier above is smaller than the one below until the top tier, which is 25 feet wide and 20 feet long.

The top two tiers are the only ones above the waterline.

Entrances

There are two ways to get into the ziggurat. The main entrance is in through the rounded entryways set into the eastern and western walls of the ziggurat's top tier.

The second entrance is in the bottom tier of the ziggurat. This secret passage is through the flood mechanism and can easily be exploited by smaller creatures.

Flood Mechanism

The ziggurat was built with an ingenious mechanism that controls the water level within it. Two levers control it, and they must both be toggled the same direction to either let water in or draw it out. One lever is in the second tier from the top. The other is in the Chamber of Future Monarchs.

Points of Interest

Reception Area. The top tier of the ziggurat was originally designed to be a comfortable waiting room for families arriving to give birth at the hatchery. The inner wall still bears the faded and flaking remnant of a fresco featuring a Nakudama monarch with arms outstretched in a gesture of welcome. The midwives now use this chamber as their quarters and it's where the bulk of their restoration efforts are currently taking place. At any given time there are likely three to seven midwives here.

Old Quarters. A spiral stair leads from the top tier down to the second. This is where the midwives of old used to live. A cursory glance in this area reveals only bits of broken pottery and the occasional piece of rotting wood. A successful DC 16 Wisdom (Perception) check reveals a secret alcove in the wall of this chamber. Within the alcove is a lever, which is one of the two needed to operate the Flood Mechanism (see below).

This tier bears the only indication that the ziggurat had been occupied at all during its long abandonment by anything other than creatures. An enclosed chamber contains a fully stocked vending machine, three derelict arcade games with anonymous cabinets, and a stack of *Ava and the Allstars* collected edition books. Anyone who spends at least 10 minutes searching this area finds a spell scroll containing the daylight spell tucked into one of the books.

1st, 2nd, & 3rd Hatchery. The three middle tiers make up the core of the ziggurat. Each space is perfectly rounded like a compressed bubble, the polar opposite of the angular exterior. This is where the Nakudama once come to hatch their eggs. Under the care of the midwives, eggs were placed in niches cut into the walls and pillars. Now, only inky water fills these vast chambers. Aquatic elementals who once served the midwives now patrol the water here.

Chamber of Future Monarchs. At the very bottom of the primary hatchery is a small but ornate enclosure. This area was kept for royal eggs, on the occasion that the monarchs desired to visit Shoom. Now, it serves as Voraro's lair.

An alcove in the wall contains a lever. This is one of the two levers that operate the ziggurat's flood mechanism.

NPCs

Zolde of the Midwives (female Nakudama). Zolde is the de facto leader of the midwives currently living in the ruins at the lakeshore. She has a broad build and a perpetual scowl on her face, though she insists, "it's just the way my face looks." She is gruff and leary of strangers, but is warm hearted. Before becoming a midwife, she was an adventurer in her own right, and she can still swing a sword. Zolde was not the leader when the group set out, but when Beatri went missing, the other midwives naturally looked to her.

Voraro the Parasite (male Nakudama). Voraro is an ancient Nakudama who has made the ziggurat his lair. He is a powerful warlock who remains tightly bound to his unnamed spirit patron. He is centuries old, his life sustained by dark magic. Since being sealed in the ziggurat, he has grown large and bloated, and he can no longer tolerate being outside of water. His primary focus is on finding more Nakudama for his patron to consume.

Adventure Hooks

AHA Expedition. Dini, a Nakudama member of AHA, enlists the adventurers to accompany them to Shoom as part of their field research on the Nakudama Age. Dini is unaware of midwives' expedition or of Voraro's presence in the ziggurat.

The Royal Egg. While exploring Shoom, the adventurers stumble across a single Nakudama egg that had been magically preserved within the ziggurat and miraculously left uneaten by Voraro and his patron spirit. If they share their discovery with anyone, such as the midwives, word spreads across the island. When word reaches the Lionfish King, he sends his minions to capture the egg for himself so he can assert a claim on the ancient title of monarch.

Spellbound. All at once, Nakudama from across the southern portion of the Gift of Shuritashi felt compelled to leave their homes and travel to Shoom. If asked about it, the traveling Nakudama explain it as an act of spontaneity. What they don't know is that Voraro is desperate to appease his spirit patron and has spent his powers to stretch his enthralling magic to reach Nakudama far and wide, pulling them to Shoom. Once there, Voraro plans to offer them up to be devoured by his patron spirit.

Missing Midwife. Midwife Beatri has gone missing. The other midwives are desperate to find her. They've searched the lakeshore and all over the top two tiers of the Ziggurat, but it's as though she disappeared. The last anyone saw of her, she had begun clearing the second tier.





TIDEWATER

THE VILLAGE OF SAND

Those who are repeat visitors to the Village of Sand never see the same village more than once. Change is such a constant here that it has earned the colloquial name of “Village of Sand.” It is also why the Village of Sand is among Obojima’s wonders. The village boasts master sculptors who create the colorful sand structures that give the village its name. With few exceptions, every building is made of hardened sand using a special spell that originates from the village. Rival sculptors compete with each other to construct wildly outlandish structures that push the limits of their craft with the help of giant crabs specially trained for the task. In this fashion, the Village of Sand has seen countless versions of itself, each one a temporary work of art. The fleeting nature of the village’s look is a point of cultural pride among the residents, who even create colored sand so that their village appears in a variety of vibrant colors.



Tone/Vibe

Buzzing with energy, wondrous, competitive, artsy

The Pearl of Rongol

The history of the village predates its tradition of sand building. In fact, it started as a sacred site when a diver named Rongol pulled an enormous pearl from the ocean. When he placed it on the sand, storm clouds gathered over-

head and moments later, a bolt of lightning arced down, missing the pearl by inches and striking the sand instead. A twisting tower of fulgurite rose up where the lightning touched the sand, forming a tower of glass around the pearl. Rongol became the first of the pearl’s caretakers, contemplating the pearl from within the Tower of Glass.

Even though the Village of Sand grew up around the Tower of Glass, the pearl’s acolytes prefer a mostly hermetic existence, emerging only occasionally with an omen to share with the village’s residents.

Threat from the Sea

Fish folk raiders pose a real and constant threat to the people of Tidewater. Attacks come mostly at night, which is why sand sculptors use their magic to raise a sandy bulwark to surround the village at dusk each day, only to dissolve it at sunrise. Though large-scale raids have tapered off as a result, clever raiders continue to find ways into the village from time to time.

Washing Up on Shore

The other curiosity that attracts visitors to the Village of Sand is the peculiar regularity with which stuff seems to wash up on the beach here. Enormous bones from an unknown species, bits of a wrecked ship, and bottled maps are only the most recent arrivals. This detritus is so infused with the village's identity that some residents decorate their sand-build homes with the interesting items that wash up.

NPCs

Vorian, Apprentice Sand Sculptor (male elf). The young elf is humble, shy, unsure of himself, and a perpetual mumblur—everything their mentor, the Great Ferek, is not, including being a gifted sand sculptor. Vorian is the true genius, and it's been by his attention to detail and diligence that Ferek has come to enjoy his celebrity. Vorian has no interest in self-aggrandizement, preferring instead to continue his efforts to turn sand into works of art. When he's not running about the village on errands for his mentor, Vorian can often be found sitting outside, scribbling in his vast sketchbook spread across his lap. Vorian uses the **commoner** stat block.

Ulmata, The Pearl's Omen-speaker (female dara).

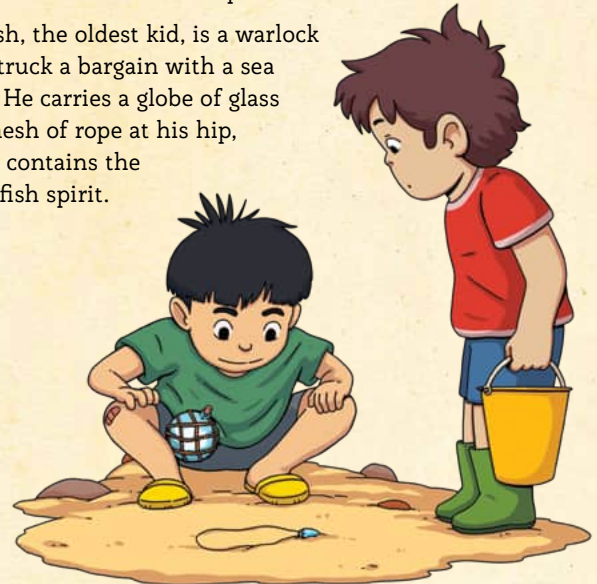
This dara is easily the tallest person in the village and possibly in the whole of the Gift of Shuritashi region. It falls to her to declare the omens she gleans from the pearl. Her voice carries with it an otherworldly quality that everything she says sounds like a dire omen, even when she's engaged in simple chitchat. She is the only acolyte who leaves the Tower of Glass with any regularity, and she can be spotted strolling in the sculpture park, admiring the latest iterations. Most folks give Ulmata a wide berth, but she delights in conversation, especially about art.

Gritty Groff, The Sand Witch (female human). A strange and solitary witch who lives on the outskirts of the village, Gritty Groff prefers the company of her two giant sand fleas, Fleck and Speck. She has an abundance of knowledge about the Shallows, and it's even rumored that she once served as advisor to the Lionfish King. It's not true, of course, but it keeps most folks out of her way. Despite her antisocial nature, she remains near Tidewater because she believes it's her responsibility to protect the pearl housed in the Tower of Glass for reasons that are her own.

Gritty Groff is hard to locate at any given moment, for she lives in a mound of sand that migrates around the area. The interior of her mound remains solid and constant, even as it moves about the beach.

Beachcomber Kids (humans). Kenta, Kaz, and Kersh are three kids who live on their own on the outskirts of the village, making a living by combing the beach for valuable miscellany that washes up on shore and selling them to AHA or at the market in the village. When times are lean, they're not above pickpocketing. They have a small stash of treasure in their lair—a ship buried in the sand.

Kersh, the oldest kid, is a warlock who struck a bargain with a sea spirit. He carries a globe of glass in a mesh of rope at his hip, which contains the pufferfish spirit.



AHA maintains a semi-permanent encampment on the beach so its members can monitor the stuff-on-shore phenomenon and catalog the items.



The Courier Brigade maintains a small outpost made of sand, though the resident courier prefers to sleep in a tent behind the modest building.



The Tall Hats witch coven passes through Tidewater from time to time, but they don't have any permanent presence here. Gritty Groff, the sand witch, is unaffiliated with any coven.



VORIAN

Points of Interest

Tower of Pearl and Glass. At the center of the village stands its original marvel—the tall fulgurite tower that holds the Pearl of Rongol. The tower's twisting form juts from the beach at an angle, looking like it's going to topple at any moment. Several branches splay out from the main structure, giving the tower a silhouette that resembles a deer's antler. At its highest point, it looms thirty feet above the sand.

Within the tower, acolytes, using the technique of sand sculpting, cut a network of chambers and tunnels that branch from the original chamber of the pearl, which formed when the tower first rose up around it. Though the tower leans, it can be described as having three levels. The bottom level contains the Chamber of Audience, a circular room with seating arranged around the edge. It's where people can come listen to the omenspeaker share what they have seen in the pearl. A tunnel leads from the Chamber of Audience to the acolytes' quarters. These are modest lodgings, for the tower's three acolytes. Another tunnel leads up to the Vault of the Pearl. Though it was formed naturally, the vault is a perfect three-sided pyramid. The pearl is kept here on a bed of sand. Only acolytes are allowed here.

The four acolytes of the tower are:

- ♦ **Ulm at the Omenspeaker**—See NPCs above.
- ♦ **Harraga (nonbinary human)**—They are a blind healer with a serious sweet tooth.
- ♦ **Eol (male human)**—He is burly and bald, and he frets constantly about the cleanliness of the tower.
- ♦ **Kem (female Nakudama)**—She is loud and friendly, and she is accompanied by a tiny black cat spirit named Boog.

Sculpture Park. The Tower of Pearl and Glass leans out over the village's sculpture garden, where sand sculptors make marvelous works of art. The sculptures here depict dramatic scenes from Obojima myths and legends, or are sprawling abstract displays meant to show off the artist's mastery. There's a spirit who lurks in the sculpture park who likes to animate the sculptures to scare passersby.

The sculptures are not meant to be permanent fixtures. Like the village itself, the sculptures constantly rotate as artists are struck by new inspiration. When a sculpture is gone, it's gone for good.

One corner of the Sculpture Park is reserved for Little Obojima, a map of the island made entirely of sand.

Crab Caves. Tidewater's beach is nestled in a cove hemmed in by a crescent cliff that rises sharply from the sand. The base of the cliff is dotted with caves, some of which lead down to a waterlogged den of giant crabs. The crabs have been domesticated by the villagers, though those who don't know the nuances of dealing with crabs might still run afoul of their generally irritable disposition. From time to time, adventurers are called upon to drive out monsters and scavengers who've made lairs in the caves.

Adventure Hooks

Stolen Pearl. The adventurers awake to hubbub in the center of Tidewater, where acolytes declare in ominous tones that the Pearl of Rongol has gone missing. The only clue is the large puddle in the inner sanctum, where the pearl had been kept.

Trouble with Fleas. A sand sculpting contest is disrupted by the burrowing of giant sand fleas. But it only happens when certain sculptors are demonstrating their skill. Is it a coincidence? Is it sabotage?

Kidnapped by Fish Folk. Three fishermen had gone out on water early in the morning, but only one returned. He was found unconscious in his boat, which had run aground near the shore. The rudder showed bite marks. When he regained consciousness, the fisherman revealed they were attacked by fishfolk. The last thing he remembered before being knocked out was seeing his comrades dragged overboard and down to the Shallows. He's not sure how he survived.

Washed Up. As the adventurers walk the beach, they come across a pair of seagulls fighting over a corked, green glass bottle. The birds screech and fly off at the adventurers' approach, leaving the bottle resting on a bed of seaweed. Within the bottle is a map to a rare ingredient of your choice. See page 215 for more information about rare ingredients.

Legends

The Pearl is a Beacon. Most villagers agree that the Pearl of Rongol can offer glimpses of coming events. But some speculate that the pearl is also a beacon. According to the legend, the pearl is calling out to something in the depths of the ocean. Versions of the legend differ on whether or not that something is benevolent.

Gift Giving Spirits. Some claim that the regularity with which bits and bobs show up on Tidewater's beaches is due to coy water spirits who drag gifts onto the sand at night. More than one late night beach walker has attested to hearing burbling giggles and chatter in the surf, but no one has seen anything more than the waves lapping at the sand.



ULUWA

THE SPIRIT MARKET

Superimposed over an abandoned dockside fish market, is Uluwa, a bustling Spirit Realm town that attracts spirits of all varieties who come to trade, gossip, and enjoy the revelry offered here. It is also a frequently used crossing for folk from the Physical Realm to pass into the Spirit Realm, and it's not uncommon to see them wandering wide-eyed through Uluwa's labyrinthine streets.



Tone/Vibe

Strange, Magical, Over the Top, Exciting

Reputation

Uluwa's reputation is known to those who get specialty ingredients—especially spirit fish, which have a certain umami flavor that is literally out of this world. It is also known as a place where fun is to be had, as the Master of Ceremonies is constantly inventing all kinds of events to keep the clients pouring in, whether they be restaurateurs, epicureans, or those who are simply seeking a fun, unique experience.

Entering Uluwa

Physical beings who wish to enter Uluwa must be invited by a spirit or come by way of the Wandering Line or by the ferry crossing. For the train or the ferry, adventurers must obtain a special ticket that allows them to pass into the Spirit Realm.

Manic Market Maze

Once in Uluwa, adventurers are met with a riot of color, movement, scents, and sounds. It is mainly a fish market, with all kinds of spirit fish floating in schools overhead and through the alleys of the market. Schools of fish swim through the air as merchants and vendors call out their wares and try to pull adventurers into their stalls to sample

their tasty delights. The Master of Ceremonies is always about, advertising the latest specials and eagerly showing visitors around and giving them the grand tour of the market (of which they are terribly proud).

There is no rhyme or reason to the layout of Uluwa, which sprawls out from the original central market square. The square is surrounded by stalls, some of which are multiple stories tall, with stalls stacked atop one another. Streets and alleyways branch out from here, zig zagging between smaller squares, each one its own hub of commerce. The town's main street leads from the central square down to the Bobbing Boat Market, where small fishing boats are lashed together—some of which are colorfully lit and serve as floating stalls to sell even more wares.

Uluwa is a colorful, bustling place where a hundred different things always seem to be happening at once, and vendors all want passersby to sample their wares—"the finest in market!"

As GM, communicating Uluwa's over-the-top atmosphere will help sell this location's unique identity, where folk from the Physical Realm will likely feel overwhelmed by the frantic pace the market seems to move at all the time.

In the game, Uluwa is a great way to showcase the Spirit Realm as wondrous and fantastical, even when compared to the Physical Realm of Obojima, which is itself, a magical place.

MASTER OF CEREMONIES



NPCs

Master of Ceremonies (spirit). Those who visit Uluwa are sure to encounter the Master of Ceremonies, a tall, gangly, dancing spirit with a warm, expressive face punctuated by cartoonishly large eyebrows manicured to immaculate points. He appears almost human-like, but his movements and gesticulations have an uncanny, fluid quality that hints at his boneless form. When the need arises, like when he has to help multiple guests at once, he has been known to part with his shadow and send it on errands.

He revels in his role as Uluwa's welcome committee, and he never sleeps. He fits right in with the general hubbub of the market, and his voice can be heard booming out over the din to announce the day's catch at the Bobbing Boat Market or to summon guests to, "Marvel at the fish paste masters and their mighty mashers!"

Emille the Busker (male dara). Emille is a busker who can usually be found on a street corner or on a rooftop somewhere in Uluwa playing his one-of-a-kind stringed instrument known as a pluckerine. The music he plays matches the mood of his surroundings, but whether he plays to the mood or sets it is not entirely known, such is the enchanting quality of his craft. Emille came to Uluwa looking for a music teacher, but his search carried him deep into the Spirit Realm where he bound himself to a spirit in exchange for musical talent. When he returned to Uluwa, it was with his pluckerine in hand and unmatched skill to play it. Though Emille is a relative newcomer to Uluwa, he is already a fixture. Unknown to most, his playing is a compulsion that is a consequence of the pact he made with his spirit patron. He is a melancholic figure who accepts his fate. He is an excellent source of information, and he can also be hired to play his magical tunes.

Throth With Eyes Everywhere (spirit). The market's constable is also one of the more bizarre residents of Uluwa. Throth is a collective spirit entity made up of dozens of floating eyes that spread out throughout streets to monitor for thieves and other ruffians. Despite its name, Throth does not, in fact, have eyes everywhere, but it's fine having folks believe it to be true. When one of Throth's eyes spots a violation, it turns skyward and emits a powerful beam of light, alerting Uluwa's guards.

Humble Utzu (spirit). This tiny spirit with a head surrounded in magical black flame is one of Uluwa's greatest smugglers and con artists. Utzu lives by the axiom that everything and everyone has a price, which means opportunity is around every corner. The diminutive spirit knows how to get just about anything, and if he doesn't know, he likely knows someone who does. Utzu refers to itself in the third person, always as "humble Utzu." Finding Utzu is no easy thing, though the spirit spends most of its time in the Plaza of Lanterns.

HUMBLE UTZU



Vendors

Below is a list of vendors you could include at the market.

The Four Orbles. These small, identical, human-like spirits are all-business fishmongers who specialize in catching fish that float above Uluwa's roofline in great schools. They are each nimble tumblers, and they can be seen throughout the market balancing on each other's shoulders and leaping high into the air to snare fish with their cartoonishly large butterfly nets. They are known for their skill at catching fish with magical properties. The Orbles have a stall in the Bobbling Boat Market, where they sell their exotic catches.

Dapo Dapo! Fish Paste Masters. Dapo Dapo! are a duo of spirits who are renowned fish paste mashers that make delicate pastes of a quality untasted in the physical world. The gummy paste squeaks with glee when it is smashed with the hammer. Both masters are named “Dapo” and when they start hitting the paste they yell out, “Dapodapodapodapodapodapodo!!!” They are singularly focused on their craft, and are quite touchy about distractions, especially unsolicited advice about making fish paste. They’re local celebrities. Each Dapo secretly resents the other’s talent.

Vymm and Vigor, Healers. Vymm is a healer who tends to serve a more nefarious kind of patient: brawlers, cutpurses, and adventurers. Vymm is a spirit with spider qualities, who works her healing magic by cocooning her patients in webbing that mends bones, closes wounds, and can even leech poison from the body. She is assisted by a small rock spirit named Vigor.



The Talls Hats witch coven usually has one or more members in the village. They operate an apothecary and fortune-telling kiosk in the Plaza of Lanterns, and they help folks lost in the Spirit Realm return home. Though they are the only coven with a permanent presence in Uluwa, other witches on their own errands are common enough in the market.

Points of Interest

Ferry Crossing. Most folks enter Uluwa by way of the ferry. The landing on the side of the river that's in the Physical Realm is a simple dock at the end of which is a wooden statue of a giant gull with a fish in its mouth. Twice a day—at dawn and dusk—the ferry arrives to carry passengers to Uluwa. The ferryman is a broad-shouldered spirit that looks like a stocky human, but without a head. It has a necklace of fish, and when the ferryman speaks, it's the fish heads that do the talking. Only ticket holders are allowed to board the ferry, and the ferryman is quick to toss anyone else into the river.

On the Uluwa side of the river, frogs from the river gather to guide the ferry into its spot at the end of the Bobbing

Boat Market, where it will meet passengers ready to journey back to the Physical Realm.

Plaza of Lanterns. Generally, the Spirit Realm appears to be in perpetual twilight, but in the Plaza of Lanterns, it's always night. Sparkling lanterns bob in the air, shedding light that glitters off the scales of fish passing overhead. The plaza has a reputation as a gathering place for schemers, thieves, and others with ill intent in their hearts.

Let's Have Another. They serve drinks here, but to call it a tavern would not do it justice. The proprietor, a rotund, mustachioed spirit with perpetual grin, lovingly refers to his establishment as a "hall of joviality." The place, located at the edge of Uluwa, is always crowded, and entertainers regularly play on the famous stage perched atop a pyramid that dominates the center of the hall. What sets this place apart from its counterparts in the Physical Realm is the fact that patrons can enjoy a drink and meal at one of the many tables set on the walls and ceiling, as the magic of the place grants each surface its own gravity. It is recommended that patrons indulge in the many sweet wines the establishment has to offer.

Wandering Line Train Station. The rooftop train station in Uluwa looks out over the central market plaza. Floating remoras tend to swarm the train as it pulls into the station, and some even latch onto unwary passengers who disembark here. For more about the Wandering Line, see page 113.

Adventure Hooks

Fish Hooks. Fisherfolk in the Spirit Realm are always on the lookout for materials from the Physical Realm, especially finger bones which they carve into fish hooks and lures. For some reason (whether it is true or merely spirit folk superstition) fish in the Spirit Realm are greatly attracted to finger bones from the Physical Realm.

Search for a Spirit Filet. Adventurers are given a mission by a discerning chef in the Physical Realm to find a way into Uluwa, locate a top-notch fishmonger, and procure a whole psychic snapper from the Spirit Realm. It's the only way to create Farou's Numinous Fish Fondue, a legendary dish that is known only to the most ambitious chefs of Obojima.

Laying Low. The adventurers are enlisted to find a known thief who fled from the Physical Realm into the Spirit Realm, and who has been hiding out in Uluwa, likely in disguise.

Rumors and Legends

Original Crossing. Some believe Uluwa is the site where mortals first entered the Spirit Realm.

Royal Prisoner. The Lionfish King once spent time as a captive in Uluwa and therefore regards the village with animosity. As the rumor goes, if he were to find a way back to Uluwa, he would launch an all out attack as an act of vengeance.



YATAMON

THE FIRST AGE CITY

Near the southern coast of the Gift of Shuritashi, lies the largest city in all of Obojima—Yatamon. Yatamon is a relic of the First Age, a city that has existed before all written records, and is now home to around 10,000 people. Built on a hillside overlooking the southern cliff faces that drop down into the sea, Yatamon is a city of tall houses, narrow alleyways, steep streets, rows of shops, and twisting staircases.

Yatamon is known to be a bustling city, full of interesting sights and delicious smells; where the unique technology of the First Age such as bicycles, kei trucks, and vending machines can be found in abundance. Because of its reputation as a hub of trade where everything is happening, young people tend to flock to Yatamon to join one of the factions, learn skills and crafts from the resident masters, or to simply be in the thick of it and soak in the vibrancy of this magical city.

But despite Yatamon being the most populous city in Obojima, it is also a place of great mystery. The magic of the First Age that keeps its millennia-old structures and artifacts in pristine condition is still unknown. The city is full of strange occurrences, unique enchantments, and ancient and peculiar spirits, which make the city as strange as one can find on the island.



Tone/Vibe

Busy, Fast Paced, Diverse, Modern

Living In the of the First Age

Most of the Obojimans who live in Yatamon are used to the anachronistic strangeness of the First Age technology and architecture, which has now become “home” to them. Kids play in the streets and climb on the walls and rooftops, neighborhood cats and dogs roam the alleyways and

sit on garden fences, all of which look like they had been built years ago, but, in reality, they have existed this way for thousands of years.

Yatamon is also filled with the sounds of First Age technology, brought to life by spirits and magics that provide the energy for them to work again. The occasional kei truck whizzing by, the metallic rumble of a trolley car, or the scratchy tune of a record player are all sounds a city dweller may hear every day while staying in Yatamon. To an outsider, seeing and hearing these bizarre machines might be delightful, alarming, or bewildering at first but that is part of the personality of Yatamon—it is a unique place that moves at a much faster pace than the rest of Obojima.

City Magic

Because of the city's potent enchantments, those who live in Yatamon long enough begin to develop magic of their own, usually in the form of a cantrip. Many witches theorize that the reason is because the city seems to “know” what its residents need and, through some unknown power of the First Age, it provides a spell to help them. For example, a baker or blacksmith may suddenly gain the ability to control flames to help them in their work; an enterprising florist may wake up one morning with the ability to entice flowers to grow or a hard-working gardener may, through a powerful dream, learn how to mold earth.

Who Runs Yatamon?

Despite its size, there's no single leader and no official governance. Because of the nature of First Age magic, all the

city's municipal functions—plumbing, sanitation, running water—magically work so there's no need for groups of people to worry about it. Small spirits love to light the streets at night, to power the neon signs, and light paper lanterns, so even lighting is taken care of by the strange magic of the First Age.

What Yatamon does have by way of leadership are influential people, and all of them care about Yatamon and their neighbors in their different ways, but one thing they all agree on is to keep the city from expanding. Preserving Yatamon's unique First Age look is to honor both the historical and traditional value of this place—and perhaps to not disturb or insult the unknown power that gives all First Age sites their incorruptible nature.

A Hub of Trade

Yatamon is a haggler's paradise. Among its many qualities, the city is known to have streets lined with shops and makeshift stalls, but the main area for trade is the central plaza, which hosts an open-air market every day. At night, merrymakers and shoppers flock to Fire Snake Alley, a long, narrow, winding street that is festooned with colorful lanterns and lights, where performers, street food, and all manner of oddities can be found.

Although copper buds, sea petals, and dawn flowers are the main currency, shopkeepers in Yatamon are always happy to barter for specific items. Witches and foragers deal in potion ingredients, while scavengers and scrappers trade their First Age wares to merchants who deal in ancient tech.



Vending Heaven

Being a relic of the First Age, Yatamon has the highest concentration of vending machines in all of Obojima, in fact, there are more vending machines here than perhaps all of the island. Because humans have lived here for centuries, all known vending machines have been claimed by wizards or spirits who sell or barter their wares for buds, flowers, petals, or other types of trade. Vending machines can contain anything from potion ingredients to strange items to snacks and drinks—whatever a wizard wants to put inside—but there are some vending machines that are as yet undiscovered, and they have items within them that are often from the time of the Nakudama or even the First Age.

Under the City

Because Yatamon's inner workings are all magically taken care of, few ever find the need to go underneath the city to inspect its sewers, drainage pipes, or access tunnels. But, invariably, people go underneath the city—perhaps to rescue an errant kitten or to recover a ring that was fumbled through a gutter grate, not to mention curious kids who can't resist a secret hideout.

But the deeper under the city an adventurer goes, the more dangerous it becomes as the concentrated magic of the First Age draws all manner of strange beasts and spirit aberrations to bathe in its arcane energies.

NPCs

Dr. Zalia Frond and Krocius (female human and male Nakudama). Dr. Frond is an AHA archaeologist who is working on excavating the undercity of Yatamon, specifically to study the mysteries of the First Age. Dr. Frond is an affable and enthusiastic scholar who is excited about discovering more about Obojima's ancient past.

Krocius is a slender, reserved, and soft-spoken Nakudama who claims to be a scholar of the Second Age. Krocius prefers to let Dr. Frond do all the talking, quietly listening and occasionally nodding in assent. In reality, Krocius is using Dr. Frond and AHA to delve deeper into areas that are more and more dangerous in an effort to uncover some clue as to the lost prison of the ancient Nakudama emperor, Oghmai.

Cholly (spirit). Cholly is a pelican spirit who acts as the conductor of the trolley car that serves Yatamon. As people board the trolley car, they toss money into Cholly's giant beak for fare. Cholly punches tickets and serves snacks, all while powering the trolley car, a feat most spirits claim to be quite impressive. Cholly is a scatterbrain but he is very enthusiastic about his job and loves to chatter with his patrons as the trolley rattles up and down the steep city streets.

Granny Yuzu (female human). If adventurers begin to ask around Yatamon for First Age relics, they will eventually

hear the name, Granny Yuzu. Granny Yuzu lives in a small house surrounded by yuzu trees. Inside her house are all kinds of First Age items that Granny simply enjoys collecting as room and wall decor. She doesn't like to sell her treasures, but she may take a liking to someone and, if they ask nicely or offer her something she likes such as a lawn gnome or a painting of a cottage in the woods, then she may give up one of her trinkets. Should anyone wish to steal any of Granny Yuzu's First Age treasures or trouble her in any way, Tibor, Granny's spirit mastiff, is prepared to unleash a tsunami of violence at the drop of a hat.

Gomber and Beeks, Private Eyes (male human and spirit). Gomber is a private eye and Beeks is his paunchy, humanoid bird spirit sidekick, together comprising the crime-fighting duo of Gomber and Beeks. Gomber is a hard-boiled, straight-shooting detective and Beeks pretty much just says, "Beek!" But Gomber understands his friend completely and seems to glean lots of information from a single "beek" to a frantic series of "beeks" from Beeks. Gomber and Beeks are officially part of the Courier Brigade, helping the faction track down mail fraud, apprehend package thieves, and thwart any kind of skullduggery that goes on within the city limits of Yatamon.

Tatsu and the Goro Goros (male human). Tatsu is the leader of a gang of miscreant youths who go around the city doing mostly harmless acts of vandalism. Tatsu talks a big talk and is followed by a scroungy-looking cast of youths who either fear Tatsu or idolize him. This rag-tag group goes by the Goro Goros, and they're known for "magic tagging" where they paint their gang's symbol—a grinning **goro goro**—on houses, walls, shops, and other areas of the city, irritating the local merchants and residents. These images are made with magic ink from the pigment potion and can be incredibly difficult to remove.

One of the Goro Goros is a Young Steward, **Mikiko (female human)**, who is a budding witch and who knows how to find the ingredients and make the pigment potion. Mikiko feels bad about what she and the gang are doing, but she desperately wants to fit in and thinks Tatsu is totally cool.

Imelda (female elf). Imelda is a thief who can find anything thanks to the discerning nose of her spirit companion, Choofi. Choofi is a floating, fur-covered spirit with a special sniffer that can discern what any object is by smell alone. Imelda moonlights as a package thief, sneaking up to an unattended Courier Brigade postal wagon and sending Choofi to snuffle through it. If Choofi smells something expensive, Imelda is not above stealing the package and then selling it to the highest bidder.

The more success Imelda gets using Choofi's magic nose, the more audacious she becomes. She's now designed her own calling card that she leaves at the scene of her crimes.

Master Hu (male human). Master Hu is a baker and the creator of the Happy Joy Cake. Master Hu is not only a first-rate baker but he is also a kind of a guru, his most famous quote being, "As with all things, look to the cake and the

answer will come". Master Hu is an entertaining personality who is earnest in his love for making Happy Joy Cakes. Like he says, "I put a bit of love and First Age magic into every one!"

Postmaster Miranda Escalante (female human).

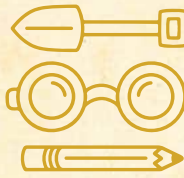
Miranda Escalante is the current Postmaster of the Courier Brigade's Yatamon office, and is Postmaster General Drubal's right hand. Miranda oversees the training of every knight in the brigade, making sure that the recruits understand and respect their oath to the postal corps and are fully prepared for the challenges and trials ahead. She's generally very honest and forthcoming and, when she can, tries to make a good effort in helping those around her.

Mr. Basingstoke (male human). To ensure non-partiality, the Witchery (see the Witchery in the factions section below) is run by a warlock, Mr. Basingstoke, who is purposely not affiliated with any of the covens. Mr. Basingstoke is an intimidating man who runs the Witchery with austere efficiency. Mr. Basingstoke's spirit companion is a large disturbing octopus creature called "Sorrow". Sorrow moves in total silence, observing everything through its colorless eyes as it drifts down hallways and floats through walls, and, because of this, Sorrow has the unsettling habit of appearing suddenly and startling everyone in the room. Even though Sorrow's face is without expression, Mr. Basingstoke will often remark on how Sorrow is feeling, saying, "Sorrow is quite displeased with you today" or "Sorrow thinks that you should reconsider". Many of the witches at the Witchery speculate if Mr. Basingstoke is just having fun or if Sorrow does indeed have feelings, whatever the case may be, Sorrow's silent and ominous demeanor never betrays a single hint of emotion.

MR. BASINGSTOKE



Factions



AHA

Although AHA's headquarters reside east of Yatamon in the Coastal Highlands, the city does house the organization's second largest outpost, which resides inside of a First Age library. The stacks, where hundreds of books used to be, are now filled with AHA research papers and equipment. Drawers, where Dewey decimal cards were once stored now, hold samples taken from the various sites that AHA is studying all over the island. Here in Yatamon, AHA members are studying the First Age in depth, as opportunity is abundant in the city. There are about 20 AHA members who work at the library outpost around the clock, one of them is **Mortimus Fids (human male)**, the head curator of this AHA office. Mortimus rules the AHA office with a sense of self-importance and snobbery that makes everyone loathe the sound of his voice. If Mortimus senses even the slightest bit that a piece of information he has is of significance to the adventurers, he will make them go through all manner of hoop jumping, ego-stroking, and groveling before letting it go.

AHA Underground Expedition. Because of their interest in history, especially the giant mystery of the First Age, AHA has an ongoing archaeological dig led by Dr. Zalia Frond and her Nakudama colleague, Krocus, that has recently gone down into the sublayers of Yatamon to see if they can unearth more secrets of the First Age.



The Courier Brigade

Yatamon is where the Courier Brigade has its main headquarters. Housed in what was once a First Age bank, the Courier Brigade uses the vault to safely store their packages, and a row of tellers take the packages to be delivered either locally or abroad. On the roof is a large landing pad where the famous "flying lantern" is moored—it's always a major attraction for the city of Yatamon when the lantern lands or takes off from the Courier Brigade headquarters.

The Courier Brigade has its own training ground here where they train their recruits in all the skills needed to deliver the mail and become a proper postal knight, whether it be riding on horseback, running on foot, or piloting one of the giant lanterns.

COURIER BRIGADE
POSTAL BOX





The Witch Covens

All of the witch covens have a circle or sanctum here, each one with its own special symbol emblazoned in some fashion outside to let those in the coven know where they can find refuge and commune.

The Witchery. In Yatamon, the covens have come together to create an academy known as the Witchery, where budding witches can come to train in the basics and then choose which coven they would like to join. Located in an ancient First Age movie theater, the Witchery has elder witches from each coven who teach the hopefuls and see if there are any who best suit their particular coven. As a main focus for their studies, the Witchery's aim is to try and teach the basics of magic and how to incorporate First Age objects into spells.

Points of Interest

The Beehive. The Beehive is a kind of inn that is essentially a wall of hexagonal holes where people who are recovering from a hard night's drinking, are down on their luck, or are just passing through can stay for free. There are around 50 capsules along a twisting alley that are available on a first-come-first-served basis. If an adventurer is looking to find someone who doesn't want to be found, chances are they are staying at the Beehive.

Happy Joy Cake Bakery. If asked, most visitors to Yatamon say they are here to see the Happy Joy Cake Bakery where Obojima's most favored delicacy, the original Happy Joy Cake, has been made with love and magic for the past 50 years or more. The bakery is on the eastern side of the city and if an adventurer has a nose and sense of smell, they can find it simply by following the most delicious pastry scent they can imagine back to its source. The bakery's tour guide, a jolly chicken spirit named Bokka Bokka, is always ready to give anyone a tour of the bakery and hand out some free samples, and while on the tour, they might even meet Master Hu and watch him make a Happy Joy Cake by hand.

Lula's Spirit Diner and Gambling Hall. When residents of Yatamon want the best in traditional spirit cuisine, they all head to Lula's, and, if they are feeling lucky, they can head into the large back room where there are multiple tables, each one with a few of the regulars playing all their favorite spirit games around the clock.

Lula is one of the rare spirits that can freely go to and from the Spirit Realm without needing a portal, so she has all of her drinks and ingredients stored there allowing her to effectively double the space of her establishment and serve her customers in a flash. Lula has heard stories of just about everything while serving in her diner, and word on the street is that she has been in Yatamon for centuries, some say even as early as the Age of Humanity.

Bridge Cat. Underneath one of Yatamon's largest stone bridges sleeps a giant spirit known as Bridge Cat. Bridge Cat

has been here as long as anyone in Yatamon can remember, snoring away in what seems to be an eternal slumber. Every now and then, Bridge Cat may twitch an ear or yawn or shift positions. Sometimes when it yawns, it disappears into the Spirit Realm or when it exhales it momentarily becomes transparent. Apart from these slight variations, Bridge Cat never moves from this spot. Little kids can often be found playing on Bridge Cat and people from Yatamon come to rub Bridge Cat's belly for good luck and leave offerings and gifts for the spirit as it is said to bring longevity and a peaceful life. Every resident of Yatamon has opinions about Bridge Cat—why it is sleeping there and what it might mean if it ever wakes up—but no one really knows for certain, leaving Bridge Cat another one of Obojima's enduring mysteries.

Dappa's Bicycle Alley. Down one of Yatamon's twisting side streets is Dappa's Bicycle Alley, the premier place in all of Obojima that deals in these magnificent, mechanical contraptions of the First Age. Dappa's Bicycle Alley is run by an energetic Nakudama named Dappa, who has been helping Obojimans experience the joys of two-wheeled transport ever since he first rode one years ago. Here, an adventurer can rent or buy a bicycle or moped—some of which have already been enchanted for those who wish to ride without effort through the city.

Through the use of magic and spirits under his employment, Dappa is even known to send bicycles meandering about the city as two-wheeled taxis, actively looking for customers to transport.

Gojo's Ramen Bucket. Gojo and his gang of ramen goons run Yatmon's premier ramen shop known as Gojo's Ramen Bucket. Even though Gojo's shop has its fair share of return customers, it has lived in the shadow of Hakumon's legendary ramen shop for as long as they have been open. Gojo secretly admires Hakumon at the same time, but he resents being second best and can't get over it. Gojo's desire to be seen as the greatest ramen chef ever is a source of constant irritation for him and he is fed up with Hakumon winning every festival. Now, it's a matter of wounded pride and Gojo is prepared to do almost anything to win.

Himitsu's Arcane Izakaya. Himitsu's Arcane Izakaya is a tavern that is tucked away down a dark alley lit by red lanterns. Himitsu's is primarily a tavern for spirits, so it vanishes during the day and is simply a stone wall, but to accommodate its physical guests, Himitsu's appears at dusk, just as the lanterns are lit, already filled with a colorful cast of spirit regulars.

Himitsu is a spirit who runs the izakaya and is known to have the unique ability to alter their form.

Behind the bar, there's a secret door that leads to another part of Himitsu's Arcane Izakaya, but this area is accessible "by invitation only". Should an adventurer be granted the password, they are taken through a thick wooden door, down a flight of stone stairs, into the basement where there are a number of stand-up arcade video games. There are a few of them that are homes to spirits, and those bathe the room with the colorful flicker of their cathode ray tube



Adventure Hooks

displays. The arcade games are considered to have strange magic within them. If a spirit whelms one of the dormant arcade games, they suddenly pop into life and some may transmit a cryptic message.

Himitsu says that they believe these artifacts from the First Age may have things to teach us—wisdom that is useful to our present times.

The Gap. There's an alleyway that dead ends into a stone wall with a long crack going through it. This place is known as "the Gap" by Yatamon locals and it is a known portal to the Spirit Realm. Due to their ability to be insubstantial, spirits can ooze through the Gap and reform in the Physical Realm, so spirits can be seen entering and exiting the Gap as they transition between the realms. Because of the Gap, Yatamon is one of the most well-known cities in the Spirit Realm, and there are more than a few "spirit tourists" coming here to enjoy all the delights the Physical Realm has to offer.

Jenni's General Store. Jenni is a human witch whose general store is Yatamon's hub for selling and buying potion ingredients. She has two little brothers, Hop and Jib, who she bosses around to get the shelves stocked and to run deliveries, which they do on their dilapidated motorcycle. Jenni is kind, helpful, and she simply adores adventurers and adventuring. She is very responsible, but if there was anything that would take her away from her duties running the store, it would be going on an epic adventure!

The Ancient Subway. There is an old subway system that may have at one time linked to terminals all across the island, but now the station lies dormant and the tunnels that lead out from under the city have long since collapsed.

A Witch in Need. A young witch needs to find her broom that flew off into the nearby woods and she desperately needs it to deliver the "special parcel" that she had tied to it. The special parcel was given to her by a "strange spirit" and she was to deliver it to Yatamon's clockmaker.

If found, the parcel contains a complex and magic clockwork device that needs to be properly reassembled before it will function again, whatever that function may be.

Trouble Brewing. An AHA ranger has come into town and is drawing a crowd by holding a jar of Corruption aloft and imploring everyone to pay attention and to beware because the Corruption is coming to Yatamon. The local town elders are displeased with the hubbub and don't like someone scaring townsfolk with these wild claims of Corruption and spreading their "doomsaying" about.

If approached, the AHA ranger will beseech any adventurers for help and will mention the plight of Polewater (see "Polewater" below). If there are any corrupted rangers in the party, the Corruption in the jar will suddenly be drawn to them, as if pulled by a magnet, and at the same time, their corrupted wounds will begin to throb painfully.

A Vocal Dilemma. Whiskers, a caramel-colored spirit cat, has lost his voice to a witch named Meg Wicklowe and can now only meow. With Meg long since gone from Yatamon, Whiskers now must find a chattershroom—a special kind of mushroom that can get his voice back—but the only place to find them around here is in the city sewer system, and Whiskers knows that going down there is a bad idea for a spirit cat as there are too many dangerous things looking for an easy meal. Whiskers' only hope is to find some adventurers willing to get a chattershroom for him—but how can he ask any when all he can do is meow?

THE LAND OF HOT WATER

Between Mount Arbora's northern and eastern slopes and the sea lies the Land of Hot Water. This arid expanse is dotted with natural hot springs, boiling pools, and towering geysers, with mineral-rich earth painting the landscape in vivid reds and yellows.

The inhabitants here have forged a unique culture that combines industry with relaxation. They harness the geothermal energy to power their forges and heat their homes, while also indulging in the soothing hot springs and saunas. Recently, a fascination with flight has surged among their inventive tinkerers, who draw inspiration from the soaring birds, geysers, and thermal updrafts to craft all manner of flying machines.

The coastal waters around the Land of Hot Water are warmed by underwater vents, creating a haven for exotic marine life, from glowing fish to fearsome sea serpents. The people regard these creatures with both awe and caution—respect for the land's volatile nature.

The residents of this region have a worldview shaped by the destructive and life-giving forces of this environment, which results in them often seeing things in a more dualistic fashion—yet another way this fiery, mountainous land shapes the art and philosophy of those who live within it.

Wandering Encounters

Roll d12	Wandering Encounter
1	Geyser Eruption. A nearby geyser erupts unexpectedly; scalding steam and water threaten to engulf you. Make a successful DC 15 Dexterity (Acrobatics) saving throw or take 2d10 fire damage.
2	Soothing Hot Springs. You find a serene hot spring, perfect for rest and recovery. A short rest here provides an additional 1d8 healing.
3	Lone Inventor. A lone inventor from Sky Kite Valley has traveled here and set up a temporary workshop by a geothermal vent, to test a prototype flying machine. They might offer assistance or trade if you help with their experiments.
4	Sky Salamander. You see the long, sinuous form of the Sky Salamander flying in the air.
5	Mineral Vein. You discover a rich vein of colorful minerals. Extracting them could be valuable but risky, as they are extremely hot and volatile. Make a DC 14 Intelligence (Investigation) check to find a safe way to collect them.
6	Thermal Updraft. A strong thermal updraft suddenly lifts you off the ground. Make a successful DC 12 Dexterity (Acrobatics) saving throw to land safely or be carried away, taking 1d6 bludgeoning damage from a rough landing.
7	Earthquake. You feel the ground begins to shake and roil under your feet as Mount Arbora rumbles violently. New fissures open up all around you. On a successful DC 12 Dexterity (Acrobatics) saving throw you avoid falling into one of these fissures and taking 1d10 fire damage.
8	Crashed Kite. A disoriented inventor from Sky Kite Valley was trying to discover new thermal columns and crashed their kite. They may need saving from monsters. They offer information or mechanical know-how in exchange for any assistance.
9	Sulfur Plume. A noxious cloud of sulfur gas erupts from a vent, threatening to overwhelm you. Make a successful DC 15 Constitution saving throw or suffer 1d6 poison damage and be poisoned for 1 hour.
10	Giant Koi Scale. On a successful DC 14 Wisdom (Perception) check, you find a giant koi fish scale lodged in between some boulders.
11	Grumpy Harpy. You stumble across a lone harpy's nest. On a successful DC 15 Dexterity (Stealth) check she doesn't see you. On a failed roll she instantly sees and despises you.
12	Demon Hole. A demon crawls out from a fumarole where it has its lair. It sees you unless you succeed at a DC 15 Dexterity (Stealth) saving throw.



CHISUAY'S TEAHOUSE

When following the Mossplot path up into the foothills of Mount Arbora, you'll arrive at Chisuyay's Teahouse—an Obojiman Staple, run by the charismatic and eclectic tea master of the same name.

Chisuyay's Teahouse is fairly well-known throughout Obojima, even merchants in distant villages sell some of Chisuyay's heirloom teas. Each of Chisuyay's delicious, fragrant, and refreshing varieties comes in its own unique and beautifully wrapped package. Many Obojiman households have a package of Chisuyay's most famous blend known as Chisuyay's Heavenly Tea. Obojimans love tea and will happily describe their favorite blend, talking at great length about its beneficial effects. A few tea lovers could point out the location of the teahouse on a map and there might be a handful of true aficionados who have personally made the pilgrimage, and those who have gush with rave reviews of the teahouse and Chisuyay's hallmark charm.



Tone/Vibe

Relaxing, Elegant, Curated, an Experience

Visiting the Teahouse

The grounds that surround the teahouse are the perfect compliment to Chisuyay's soothing tea blends. Those that approach the teahouse during the daytime, will hear the bees and instantly smell the adjacent herb garden with its network of pebble stone paths that twist and meander through a host of sweet and exotic smelling herbs, flowers, and spices. A clear stream runs next to the teahouse provid-

ing fresh, cool water for all Chisuyay's offerings—as Chisuyay says, “The water is the soul of the tea.”

At night time, the teahouse and grounds are no less stunning, lit up with scores of paper lanterns and a host of fireflies that dance among the trees.

Teahouse Interior

The tea shop's interior is just as breathtaking as its exterior. During the day, the sliding doors and windows are kept open, allowing the rays of sunlight to illuminate and bolster the warm tones of the wood floor, highlighting intricately embroidered silk tablecloths and Jacquard furniture.

At night, the sun's light is replaced by the dull glow of a hundred burning butterflies, which drift and flutter near the top of the tall, arched ceiling.

The Tea House & Its Service

Chisuay can usually be found in the main room of the house, paying close attention to every customer, telling stories of how he acquired his knowledge of tea, and regaling customers with a litany of frightfully witty anecdotes.

Behind a long wood bar made of a single mahogany plank is Migo (see below), Chisuay's six-armed spirit companion. When Chisuay takes an order from a customer, he calls out a recipe, and Migo's six arms go swiftly to work, pulling ingredients from the wall behind the bar filled with jars and drawers of different kinds of tea, herbs, and spices. Migo then either expertly wraps these ingredients in beautifully colored paper or he gives them to Chisuay in a tea sachet along with a cup, saucer, pot of hot water, and an assortment of biscuits. Chisuay then serves the customer their own personal blend of tea with dashing and sophisticated flair.

NPCs

Chisuay, The Tea Master (male human). The proprietor, Chisuay (use the mage or oni stat block depending on what guise Chisuay is in), is a slender and dashing oni sorcerer who, has spent over a decade earning his title, Tea Master. Chisuay is very charismatic and a tad pompous at times, but he knows how to work a crowd, entertaining all who enter his teahouse.

When he isn't tending to customers or going over his inventory, Chisuay can be found tending to his expansive herb garden and tea plants. Chisuay knows almost everything there is to know about tea and its properties (or as he says, "proper teas").

In the Know. Chisuay seems to befriend everyone who is anyone on the island of Obojima. For adventurers, one of his favorite referrals is the herbalist healer, **Adira**, who runs the apothecary at Hogstone Hot Springs as she is Chisuay's go-to person for healing wounds and ailments from poisons to curses.

The Dark Secret. Despite his affable exterior, Chisuay has a secret—his oni side—that he never lets anyone see. In his quiet moments, away from the chatter and laughter of his customers, Chisuay wrestles with his urges that tempt him to fully embrace his oni powers. A struggle he's dealt with his entire life and one that would later divide him and his older brother Hakumon, the master ramen chef.



How you play Chisuay and his oni nature can be done in a number of ways, but here are two:

A Dashing Scamp. You can play Chisuay as a good guy whose oni nature is more mischievous and naughty than dangerous and evil. He's quirky and rambunctious—it's what makes him fun to be around!

Dr. Jekyll and Mr. Hyde. You can make Chisuay kind at heart and trying his best to keep his oni nature under wraps. But every now and then it slips out and wreaks havoc and his entire staff is trained to keep it all under wraps.

Migo (spirit). Migo is a companion spirit who helps Chisuay run the teahouse. Migo can produce many arms that stretch and contract from his cylindrical torso, allowing him to pull tea and herbs off the towering shelves and package them for customers.

Migo doesn't speak but nods or uses sign language that only Chisuay seems to comprehend. Migo can also tell when Chisuay is grappling with his oni side and is quick to help usher Chisuay away in dire circumstances.

Indigo & the Fosa Helpers. Chisuay's serving staff are a group of awakened fossa that Chisuay discovered wandering the mountainside several years ago. They're well mannered and even better dressed, which makes them the ideal team to help to serve the customers, keep the grounds clean, and take care of the tea gardens. Leading the staff as the self-appointed majordomo, is Indigo, a stuffy and somewhat self-important fossa, who pushes his weight around when Chisuay isn't at the teahouse.

INDIGO AND FOSA HELPERS



Adventure Hooks

The Green Teapot. During a visit to the teahouse, the adventurers are served a hot pot of tea in an ornately crafted, green ceramic teapot. When Chisuay's back is turned, the teapot whispers to one of the party members and claims that it's a wizard named Sallifas who has been trapped in the teapot by Chisuay. Sallifas quickly begs to be released by breaking a curse that is on the teapot. When Chisuay notices that the teapot was used to serve guests, he quickly switches the teapots with a disarming grin, saying that this teapot is rather naughty. The green teapot is never seen again.

Strange Brew. In a hidden section of Chisuay's Teahouse there is a magically sealed lock box that contains notes and experiments on a recipe for a tea known as "Nightmare Tea". This recipe is written in a handwriting that is unlike Chisuay's flowing script because it is written by Chisuay when he's in his oni form. By reading the notes thoroughly (1 hour of study) and making a successful DC 15 Intelligence (Arcana) check, an adventurer can surmise the following:

- ♦ "Nightmare Tea" is a potion designed to give whoever drinks it a series of nightmarish dreams from which they cannot wake until the sun rises.
- ♦ The spell requires a blend of special teas and herbs brewed in an enchanted teapot.
- ♦ Anyone drinking Nightmare Tea loses 1 permanent point of Constitution but gains 1 permanent point of Intelligence.

Points of Interest

Hakumon's Old Ramen Shop. If an adventurer inspects the back side of the tea house, they can see evidence of an entrance to a shopfront that has now been sealed off by numerous magical glyphs and waxwork seals. This was once the entrance to Hakumon's old ramen shop, long ago when he and Chisuay were planning on working together.

The door to Hakumon's old shop is not only expertly barricaded through magic, it's also constantly watched by a group of Chisuay's spirit helpers. They make sure that any nosy guests are directed back into the teashop.

Should an adventurer get past Chisuay's guards and inspect the sealed door, a success on a DC 15 Intelligence (Arcana) check reveals a collection of wards and seals. The first of which are several Iron Seals, placed by a waxwork rogue. To open the door a creature must first succeed a DC 16 Strength (Athletics) check. If the Iron Seals are broken, a secondary seal triggers a sleep spell cast at 5th level. If an adventurer gets inside, the room is kept immaculate and frozen in time, as if Chisuay is keeping it pristine for the day when his brother returns.

Room of Repose. Up a flight of wooden stairs and across a landing that overlooks the main room, there's a wooden double door that leads to the Room of Repose. This room is elegantly furnished with carved wooden tables, comfortable chairs, and sofas. There are windows with sheer curtains that overlook the herb garden and stream, and there are several wooden shelves filled with all manner of curios. Every morning, fresh flowers are brought to the room by Chisuay's spirit helpers, as well as silver trays of confections and an assortment of the day's fresh-baked pastries.

The Room of Repose is used for guests of honor and clients who want that extra bit of ambiance, privacy, and sophistication.

Chisuay's Patisserie Delights. To the left of the mahogany bar is an assortment of pastries from choux to filo to puff and shortcrust. Every morning, the counter is covered with an exquisite array of petit-fours, croissants, eclairs, tarts, and strudels, but the one that people come from all over to sample is a flavor of Happy Joy Cake that is only served here—Chisuay's Elegant Tea Cake. Chisuay is very proud of this honor and cannot help but find a casual way to bring up his friendship with the renowned cake maker and creator of the Happy Joy Cake, Master Hu.

Legends and Rumors

The few that are aware of Chisuay and Hakumon's kinship can only speculate about the split between them. What is known is that it happened long ago. While they worked in a single shop exploring their culinary arts, they were also sorcerers who pursued the unstable power of the oni. As their magic power grew, so did the gravity of their choice—would they embrace their emerging oni natures, and if they did, would they be able to contain the oni's power and thirst for mayhem? Or would they turn away from the promise of power and only dream of the magic and monstrous might that lay just beyond the veil of their fragile humanity?

Whatever happened, Chisuay chose to remain in human form and Hakumon can no longer disguise his oni nature, and both of them do not speak of the other.



COASTAL DIVERS' LODGE

NORTHERN BRANCH

The Mariners' Guild in the Land of Hot Water operates out of Pelican's Nest Lighthouse, a long-derelict structure the guild refurbished and continues to maintain. The northern branch was first of the four lodges that the guild established decades ago and in the guild's heyday, it served as headquarters and primary residence of the guild's leader, the maritime adventurer, Captain Clintock. But that was many years ago now, and as enthusiasm for the guild's efforts waned so did the support. Now, the northern lodge remains one of only two left in use.

The lodge is located just off the coastline that hugs Sky Kite Valley on a rocky spit of land that juts northward into the sea from the cliffs. Travelers from the town used to frequent the lodge, and the Mariners' Guild had plans to expand the facility. The crumbling remains of several partially built additions and out buildings are all that remain of these grand ambitions.

The Clintock Family

Captain Clintock, his wife Kara, and their two daughters Paloma and Holly were known throughout Obojima as the first family of adventure. But that was about ten years ago. Though their fame has since waned, the family name continues to loom large among maritime enthusiasts, and it remains a fixture within the divers' lodges. It's doubly true of the northern branch, which is where they resided together as family until Kara died. Several years ago, Paloma, the older daughter, took over management of the southern divers' lodge.

Though the captain technically resides at this branch, he prefers to stay at sea aboard his submarine, the *Pointue*. It therefore falls to Holly, gifted engineer and shipwright, to oversee the lodge today. Together with her father, she is famous for advancing efforts to explore the underwater realm. For her part, Holly is responsible for developing new technology including diving suits, and most notably, her father's current incarnation of the *Pointue*.



Tone/Vibe

Empty, Disorganized, Friendly, Helpful

The northern branch of the Mariners' Guild is the best place to get outfitted for anyone interested in venturing beneath the sea, as Holly is eager to have folks test out her experimental gear. The lodge, therefore makes a good homebase for seagoing adventures. In fact, it is featured in the *Below the Shallows* adventure, which is included in this book (see page 351).

The lodge is most closely linked to the southern branch of the Mariners' Guild (see page 24) and nearby Sky Kite Valley (see page 58).

Happenings at the Lodge

The lodge is associated with two of Obojima's unfolding sources of conflict—the Corruption and the Lionfish King's aggression.

The *Pointue* Stranded

Though Holly is at work on a dozen or so different projects at any given time, her father's submersible is always front of mind. The current incarnation is her design, and she's tinkering with it, adding improvements and modifications every time the vessel returns to the lodge. Of late, her thoughts have been on the *Pointue*'s latest expedition, in which Captain Clintock voyaged to investigate the Corruption on the east side of the island. On that trip, the *Pointue* was damaged, and belligerent fishfolk blocked him from returning to the northern lodge.

Holly is now furiously working on a patch for the hull, but is missing a few key materials. Furthermore, she can't even begin to work on the *Pointue* until her father figures out a way to bring the submersible to the northern lodge.

NPCs

Holly Clintock (female human). The younger daughter of Captain Clintock is a gifted engineer and fabricator, and head of the lodge. Her optimistic nature and general sense of wonder draw comparisons to her father from some of the old-timers who visit the Mariners' Guild. She regards such comments warmly, for she loves her father, and she inherited his fascination with the sea. Her sister, Paloma, however, is an enigma to Holly, and while their relationship



HOLLY CLINTOCK

isn't necessarily strained, there is little affection between them. Holly takes some blame for this because relationships tend to exasperate her, and she prefers heads-down work in her workshop. Anyone listening carefully while Holly is working might hear her talking to her tools as though they were old friends.

Marcel, the Lighthouse Keeper (male human). Marcel has been the lighthouse keeper since the Mariners' Guild took over the building. He is broad-shouldered and tall, with a thick mustache and thick arms that feature tattoos of mythical marine life. Several years ago, Marcel lost his sight, but Holly modified a First Age fish finder that uses sonar to help him navigate the lighthouse tower and see to his duties. Holly regards Marcel as family and, though the gruff old man won't admit it, the feeling is mutual.

Marcel has a companion spirit that takes the form of a pelican. Its name is Disaster, and it's a prideful being who claims that the Pelican's Nest Lighthouse was named for it.

Captain Clintock (male human). If the captain has any permanent residence beyond the walls of his prized submersible, it's here in the northern Coastal Divers' Lodge. Of late, however, he is stranded in the south. For more on him, see the section on the Coastal Divers' Lodge, Southern Branch on page 24.

Points of Interest

Holly's Workshop. Anyone entering the lodge through the main entrance will find themselves in the middle of Holly's workshop. This round room is crowded with several workbenches at one end, each one covered in tools, schematics,

and scale models of ships. The other end of the workshop is where large-scale projects are put together and tested. The back of the workshop has two heavy metal doors that open onto the sea when they are slid apart. A large winch is used to carry heavy materials to and from the water.

Holly's workshop is where one is likely to find Holly and her most recent projects.

Kara's Studio. When the Clintock family made their home at the lodge, Holly's mother, Kara, had a dedicated studio on the second floor where she made her art and wrote her popular comic, *Ava and the Allstars*. After she died, the studio was left unchanged as a tribute to her. The room is filled with original comic book pages and Ava memorabilia. The door to this room is typically kept locked, though Holly likes to spend time here occasionally.

The Clintock Collection. A spiral staircase ascends from the second floor of the lighthouse up to the beacon. Anyone who climbs the stairs will find all kinds of treasures and curiosities on display on the circular inner wall of the lighthouse. Known as the Clintock collection, it features things pulled up from the sea on the many voyages of the *Pointue*. A few noteworthy pieces include a mysterious fish skull that has a ghostly light glowing in one of its eye sockets, an enormous sword far too big for any person to carry, and the dorsal fin of the original *Pointue*.

The Beacon. The pinnacle of the lighthouse is called the Beacon, and it's where the lantern and lens are kept. A parapet encloses a wide deck, which is large enough to accommodate a small table and a handful of people who might want to dine under the stars. Marcel can often be found up here looking after the lamp. In addition to signaling passing ships, the light from the Beacon can be used to alert Sky Kite if any of the lodge's residents spot fishfolk raiders heading toward the town.

Crumbling Structures. Just outside the lighthouse are a handful of partially built stone buildings that were meant to serve as guesthouse and a mess hall for visitors. However, the efforts were abandoned, and the structures have since been taken over by colorful crabs. Every once in a while, a pair of bulbous spirits appear in the open interior of what was going to be a bathhouse. Here, they wrestle for days, growing in size until they pop.

Pixie Boat. Halfway between the lodge and Sky Kite, there's a charming houseboat that's run aground on a sandbar. At first glance, the boat appears abandoned. However, any careful observer will notice that it is swarming with pixies. The boat has the name *Spellbound* painted on its stern, and the pixies who live here have adopted it as the name of their community. Several dozen pixies live here, and they don't take kindly to uninvited guests. There's a sailor in Sky Kite who claims he was heckled and tormented by pixies when he was adrift at sea after his boat capsized. There's a good chance those pixies hailed from the *Spellbound*.

Sunken Village. This location is described in one of the adventures included in this book (see page 351).

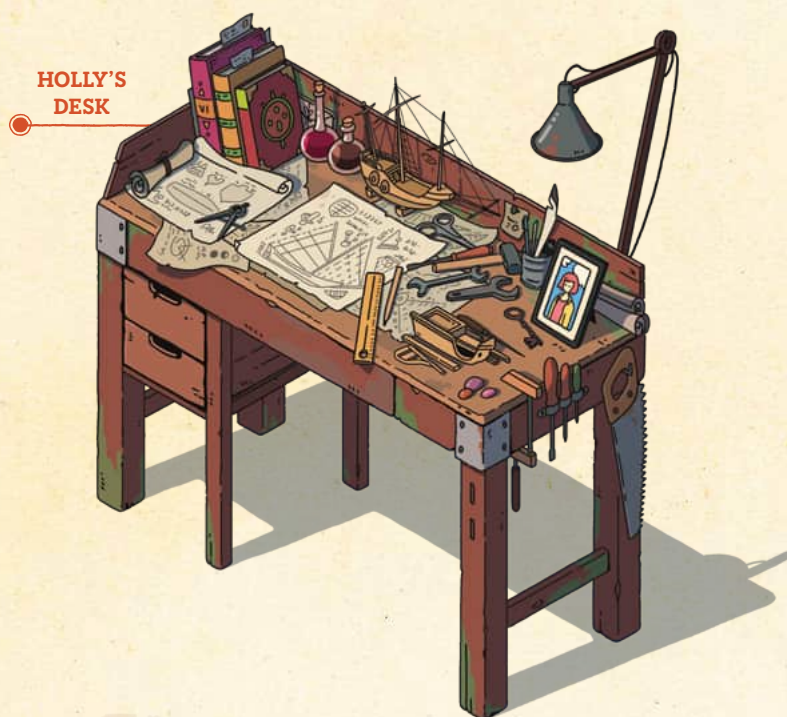
Adventure Hooks

Supply Run in Sky Kite. Sky Kite Valley has been overrun with teams of aeronauts who are snatching up the materials Holly Clintock relies on for her work. Holly has been trying to track down basic supplies for her work, but it's all spoken for by the newcomers. She's getting desperate and is willing to give the adventurers her experimental diving trinkets in exchange for what they can scrounge.

Mission to Toggle. Holly needs a sheet of a specialized alloy to fix the submersible. This rare metal can only be forged by Duro and Garo in the town of Toggle. She asks the adventurers to retrieve the metal from the masters.

Fish Folk Exiles. The lodge, like most places located on the coast, is subject to the occasional fishfolk raid. However, lately, a small but bold band of fishfolk have been exceptionally aggressive, even going so far as to sneak into the lodge and ransack Holly's workshop. These fishfolk are a desperate lot, as they were exiled by the Lionfish King and are now willing to try anything to get back into their monarch's good graces. They make their lair in a submerged village that stands on the sea floor several miles off the coast north of the lodge. This same group of fishfolk are the main antagonist in the *Below the Shallows* adventure (see page 351)

Crab Invasion! During a storm at night, crabs begin gathering on the small spit of land the lodge stands upon, swarming into the crumbling outbuildings and up the exterior of the lighthouse. By morning, the entire lodge is encrusted in crabs, and the clacking of their claws is deafening. And they keep coming ashore! Perhaps they're drawn to the lighthouse's lamp. Or maybe one of the crabs carries a magical object in its claw that compels the others to follow. Whatever the reason, Holly and Marcel plead with the adventurers for help.





HOGSTONE HOT SPRINGS

Hot out of a spring high up the side of Mount Arbora, geothermally heated water comes boiling and bubbling out of a crack in the stone and flows down the mountainside, getting cooler as it finds its way to the River Yon far below. Legend has it that the great river spirit known as Yon would sometimes take on the form of a giant boar and bathe in the hot spring, scratching his bristles on the large stones.

Because of this legend, the ancient druids called this place Hogstone and marked the spring as a place of physical and spiritual healing. In today's age, a spa has been built for travelers to utilize when journeying to the spring. Large pools have been carved at different elevations where the water issuing from the hot spring would collect. The hottest pools are higher up the mountain, closer to the source of the hot spring, and the cooler pools were carved out further down the mountain. Because of this, Hogstone has a main building with a series of wooden huts and bungalows that are dotted alongside the flow of the hot springs, connected by smooth stone paths and slate stairs. Some pools are wide and open, allowing for large gatherings of bathers, while others are smaller and more private, accommodating only a handful of people. Bards entertain with gentle music while Hogstone's vigilant staff makes sure that everyone has what they need.

The hot springs are open day and night for all travelers. At night, they are especially delightful as the warm glow of ten thousand candles illuminates the pools and walkway.



Tone/Vibe

Calming, Inviting, Mysterious

Reputation


Most everyone on Obojima has heard of Hogstone and many have made long journeys across the land and up the side of Mount Arbora to get healed by its famously powerful waters. For those who have made the trip, there is always a story of the powers of Hogstone and on occasion, a magical vision from the river spirit, Yon.

NPCs

Adira, Master Healer (female human). Adira is a master herbalist and healer who specializes in all manner of plant medicines and runs the apothecary. She is a short, gentle woman with a calm yet intense presence. (Adira uses the **Priest*** stat block, but rolls all Medicine checks with advantage)

Mocha (spirit). Mocha is Adira's companion spirit who helps Adira with her patients and enjoys being in the guise of a small pig. Usually, Mocha is happy to just be a pig and provide a cuddly creature for patients to pet during their time at the Apothecary. If Adira is ever in need of an assistant with thumbs, Mocha can begrudgingly take on the form of a large, anthropomorphic pig person.

Jollah Everbreeze (male human). Jollah is a human bard who specializes in what he calls the "numinous groove", a style of music he learned from spending time in the Spirit Realm jamming with the spirits. He plays a unique wind instrument that has a companion spirit living inside it, allowing Jollah to get a range of smooth, melodic, and percussive sounds not possible with normal wind instruments. Jollah's sole purpose is to "get everyone into the groove" and he is overjoyed when he feels someone has attained the numinous quality needed to "get there".



Many members of the Courier Brigade can be found here soaking off the weariness of riding many miles delivering goods. If their path takes them close to Hogstone, they are sure to stop by and get recharged by the hot spring's enchanting waters as the extra trip is always worth it.

Points of Interest

The Druids Bath. Within the array of soaking pools are three specialty pools, carved into the mountainside by the druids that discovered the hot spring. Over time, the water in these pools became saturated with magics left by the druids, enhancing the already potent curative properties of the water. These pools are kept apart from the main hot springs area and are reserved for special healing cases referred by Hogstone's resident healer, Adira. Marked by sturdy wooden fences with simple, elegant gates that are left unlocked. Anyone can use them at any time, but signs clearly say they are for healing only.

The pools are as follows:

- ♦ **The Emerald Pool:** This pool is made of a solid block of malachite and its magic waters are capable of mending wounds and curing ailments. Every 10 minutes a creature spends soaking here heals them 1 hit point. If an adventurer spends more than 30 minutes in the pool, its magic ends any disease that is afflicting them and cures any poison.

- ♦ **The Amber Pool:** This pool is carved out of a giant drop of amber and its magic waters can bring vitality back into the weariest of bones. Anyone staying in the pool for 30 minutes or more can remove all levels of exhaustion and its magic ends the paralyzed and petrified conditions.
- ♦ **The Azure Pool:** This pool is made from a vein of azurite that has been smoothed over the centuries and its waters calm the mind and soothe the spirit. Those who bathe in it for 30 minutes or more find themselves overcome with a sense of peace and serenity, recovering all spent spell slots of 3rd level or lower.

Adira's Apothecary. Along with Hogstone's many buildings including changing rooms, meeting spaces, and relaxing areas is Adira's Apothecary, a well-lit place filled with jars of herbs and pots growing various medicinal plants. On entering the apothecary, clients are met by Adira, Hogstone's resident master of the healing arts. Usually, all it takes is a look from Adira's magical staff to know what ails a person—often it is just a nice soak in one of the specialty pools or a rub down with her proprietary blend of magic oils and therapeutic herbs—but sometimes even her staff's arcane eye needs a closer look. If this is the case, she will take patients into an examination room where she performs her evaluation and diagnosis using a combination of mundane and magical means, addressing any and all complaints from chronic ailments and nervous conditions to witch's curses and supernatural wounds.

Adventure Hooks

The Mysterious Ailment. Once Adira realizes that the party is a band of capable adventurers, she approaches one of them and asks for their help. If the adventurer accepts, Adira ushers the party into a back room where a man, covered in glowing red sores, lies on a bed.

If 10 points of healing are given to the man, he becomes conscious and, if asked, tells a story of an entire village on the eastern side of the island being taken over by the Corruption.

Adira says that she has heard rumors of this Corruption, but has never seen it until now. Her remedies are not producing any favorable results. She asks if the adventurers can help uncover the mystery of this Corruption and, if possible, help her find a cure.

Return of Yon. Lately, some strange occurrences have been happening at night. The water in certain pools becomes unbearably hot, and bathers report seeing a glowing, spectral boar wandering the mountainside. Some claim it's the return of Yon, the great river spirit, but opinions vary. Some think that Yon is disturbed by the intrusion of the bathers at Hogstone. Others believe a more sinister force is imitating the spirit. The druids of old left a series of ancient totems around Hogstone, said to keep the spirit at peace. Recently, some of these totems have gone missing or been defaced. Is Yon's spirit truly angry, or is someone—or something—manipulating the legend for their own ends?



ADIRA, MASTER HEALER
& MOCHA



SKY KITE VALLEY

In a valley that slopes toward the coast, geothermal activity is on frequent display, sending spouts of warm air high into the sky. Most days, dozens of colorful gliders and kites can be seen chasing the updrafts and wheeling about in acrobatic displays above the seaside town called Sky Kite. In terms of size, Sky Kite is second only to Yatamon on the south end of the island.

The town got its name from its tradition of making extravagant kites and gliders, which, according to local beliefs, were inspired by the airborne jellyfish that float down from Mount Arbora. Kite festivals and competitions are frequent and considered serious business, and people come from all around to enjoy the colorful spectacle. Visitors to Sky Kite Valley often remark on the fearless, reckless spirit possessed of the locals who seem concerned only with the sky.

The town is perched on a rocky rise that was quarried long ago, which created the distinct levels that give Sky Kite the appearance of being built on an enormous stair that descends into the sea. Locally, the town is divided into two halves. There's the Saltward by the waterfront, and it's where fisherfolk, shipwrights, and merchants tend to live. As you ascend the stepped slope of the town, you eventually cross into the Skyward, where the most renowned kite families live. The boundary between Saltward and Skyward is colloquially known as "the water line", which is also the name of a popular, centrally located pub where folk gather from late afternoon until the early morning hours.



Tone/Vibe

Adventurous spirit, innovation all around, industriousness

Sky Kite Valley is primarily known for its kites, gliders, and experimental flying machines. The people here are generally content to attend to their own affairs and see to their own projects. This might be due to the town's relative isolation, but whatever the reason, Sky Kite Valley remains fairly disconnected from the happenings of the rest of the island.

Calling All Aeronauts

Sky Kite Valley has always attracted aeronauts looking to ride their gliders on the region's thermal vents. Of late, however, the town is experiencing a boom over the allure of flight. Tinkerers and aspiring aeronauts have turned Sky Kite Valley into a hub, with new workshops seeming to appear overnight. Rooftops have become makeshift launch sites, and the taverns are abuzz with talk of design ideas and recountings of failed attempts.

Kite Families

Many locals come from long lines of kite-making families who have adopted a specific spirit or animal design that they puts on all their kites. Often, these storied families have their doors emblazoned with their respective symbols, treating them like family crests. While some families embrace the new fascination with flight that has overtaken the town, most old-timers bristle at the development.

Sky Kite Valley Today

Some months ago, renowned adventurer and aeronaut Rock Raley arrived in Sky Kite in dramatic fashion—on a glider in tatters that he somehow managed to pilot all the way from the peak of Mount Arbora. To the gathered crowd he said, “It has been many days since my feet felt the ground. I have climbed higher into the sky than even I thought possible. I met the Sky King, who personally welcomed us to his kingdom. We need only make it there ourselves!” Overnight, Sky Kite Valley exploded with activity, as dozens of teams of engineers and aeronauts strived to ascend to the frontier among the clouds.

In Sky Kite Valley, adventurers can find gliders and spend time soaring about on thermal vents. They could get involved in the expedition to the clouds, or simply enjoy one of Obojima's larger settlements.



Workshops have sprung up all across town, each one filled with teams of tinkerers and aeronauts all trying to be the one to build a flying machine capable of ascending to the Sky King's domain high above the clouds. Naturally, rivalries have sprung up among them, and many teams keep watch to keep spies and saboteurs out.

Culture in Flux

Rock Raley's feat transformed him into an overnight celebrity, a status which thrust him into the limelight of local politics. For generations, the people of Sky Kite were content with their traditional kite and glider craft. But now, with the prodding of Rock Raley and his followers, much of the town has embraced this new pursuit of innovation. Many town elders are dismayed by this development, as they regard the “newfangled” contraptions as an unwelcome blight upon the beauty of the kites and gliders that fill the sky with graceful beauty. This simmering conflict often plays out in the town council.

The Sky Team

Rock Raley and his team of aeronauts are spearheading the effort to build the first vessel that can fly high enough to reach the Sky King. They have fostered a (mostly) friendly competition among the engineering teams, though they are not above stealing the best ideas for themselves.

Reaching for the Sky

Glider and kites are the primary crafts made in Sky Kite Valley. Gliders are generally larger and carry pilots, while kites are built for maneuverability and are controlled from the ground with lines. Both harness the wind and updrafts to stay aloft. There are several craftspeople in the town and surrounding countryside who sell and repair gliders and kites. Those constructed for competitions typically fetch a higher price.

Traditional windborne crafts don't cut it when it comes to the higher altitude flying that has captured the imaginations of many of Sky Kite's aeronauts of late. For that, new workshops have sprung up all over town, each one busy with teams of hopefuls all trying to be the one to figure out how to soar into the clouds. Some try the pink candles associated with the Courier Brigade's hot air balloons, while others hope to achieve success with flapping wings, twirling propellers, or some combination of various approaches.

Airborne Dangers

Near the town, danger from the sky is relatively rare, though it is not unheard of for malicious spirits or even daring air pirates to descend on vulnerable aeronauts and sightseers. Unpredictable winds and sudden storms pose additional risks. The region's wild creatures remain the most common danger, however. Among these are the vast

groups of giant **floating jellyfish** that stream down from Mount Arbora from time to time. Avoiding them is easy, as their arrival is easily anticipated. However, their venomous tentacles make them quite dangerous for anyone caught among them. There are also **hammer gulls** that circle high overhead, ready to plunk someone with the stones they often carry in their talons. Another nuisance are vent vaulters, an ambush predator that rides thermal vents to pull birds out of the air. They usually avoid people, but can cause serious damage to gliders.

Threats from the Sea

Fish folk from the Shallows remain a constant threat to the inhabitants of Sky Kite's saltward. The town maintains a garrison near the waterfront and a handful of boats that can be deployed to drive off any raiders.

NPCs

Rockwell "Rock" Raley (male human). Rock is the consummate aeronaut, with his head forever in the clouds. He has a seemingly bottomless supply of energy and can't sit still. His excitement is infectious, and he is always sharing stories of past expeditions or talking about the next one. He has an easy charm, a warm smile, and is quick to address strangers as "friend."

Beneath his friendly demeanor is a simmering ambition. Rock is more than willing to use others and exploit his own celebrity to further his own goals, which is to get the precious ambergris rumored to remain within the Sky King's enormous skull.

Councilor Jiko (female human). Jiko is the oldest of the five leaders that make up the town council. She's hotheaded and brash, and she often excuses her own words with, "I call it as I see it." She is the most outspoken against what she calls "the reckless aeronauts who want to clog the skies with their noisy contraptions." She's at her wit's end with the business, and has begun entertaining means beyond the council to deter or drive off the nuisance.

Olaya (spirit). This small serpentine spirit is drawn to creativity and the thrill of a breakthrough. It is easily bored and tends to latch onto folks who demonstrate ingenuity. Olaya is normally a transparent spirit, but it becomes more opaque as it feeds off creative energy. As Sky Kite Valley buzzes with activity surrounding the expedition to the Sky King, Olaya can often be found lurking in workshops. By some, it is regarded as a kind of muse, as it has a knack for asking the right questions. Others see the spirit as an ever-present nuisance who is all but impossible to get rid of.

Louise, Master Kite Maker (female human). Louise's expertise in kite crafting is unrivaled in all of Sky Kite. However, she hasn't come out with a new creation in quite some time. Some speculate that Louise has retired, while others whisper that she has lost her touch.

Unknown to the townsfolk, the master kite maker was once Rock Raley's adventuring partner, but Rock had abandoned Louise in the Crawling Canopy years ago. As long as Rock has the hearts of the townsfolk, Louise wants nothing to do with them.

Holly Clintock (female human). Holly spends most of her time in the Coastal Divers' Lodge near Sky Kite, but she comes to town from time to time to scoop up supplies and perhaps grab a meal and a drink at the Waterline Pub. With all the would-be aeronauts in town, supplies are hard to come by these days, and Holly is becoming increasingly frustrated with the newcomers. Anyone who can help her secure what she needs could quickly become a friend. For more on Holly, see the Coastal Divers' Lodge on page 24.



ROCKWELL
"ROCK" RALEY

Marlon, Warden of Barges (male Nakudama). Marlon oversees Sky Kite's locks, and it falls to him to huff and puff his way up and down the stair that runs parallel to the lock as barges pass through it. However, he is also exceedingly lazy and perpetually aggrieved by the prospect of doing any amount of work. He grumbles nonstop about his lot in life, and bemoans anything that complicates matters on the locks.

Rufus and Mal, Caretakers of the Waterline Pub (male and female human). The brother and sister duo who currently operate the storied pub have run into a streak of good fortune with the recent boom in the city. They had run the pub into the ground in little less than a year and had been only days away from notifying the pub's owner that the Waterline would have to close its doors. But that's when Rock Raley showed up and instantly made the Waterline the place to be once again. The siblings now intend to ride out the success for as long as possible. Rufus is one of Rock's most sycophantic allies, and Mal has even gone so far as to spread rumors that Councilor Jiko is a corrupt official.



MARLON, WARDEN
OF BARGES



The couriers have a base in the Saltward, where they maintain a small fleet of boats. They also run a small shop that outfits repair kits for both the ships' canvas sails and the lantern currently kept in Yatamon.



Sky Kite Valley is the closest settlement to the northern lodge of the Mariners' Guild, so it's somewhat common for members of the Mariners' Guild to pass through the city on their way there.



Even the local chapter of the Young Stewards is being swept up in the race to the clouds. Kite building has been a central feature of the local stewards, but now it has taken on a competitive dimension, complete with kite races.



The Patchwork Robe Coven, which makes its headquarters in Sky Kite Valley, now also has a storefront in the Skyward, which is almost exclusively dedicated to the mending of gliders. Behind the counter of their shop, a dozen or so witches, each with dozens of sewing needles hovering about them, furiously work to keep up with the demand for repairs.

Points of Interest

The Waterline Pub. The drinks are adequate and the food leaves much to be desired, but the old pub is a favorite gathering place for anyone interested in the art of gliding, or—in recent days—flight. Patrons tend to file into the Waterline to grab a drink and witness the day's test flights. The balconies that surround each of the pub's four stories offer an unobstructed view of the dozen or so flight attempts that occur each day from the rooftop launch site—a thermal vent beneath the pub that has been harnessed and funneled to the roof.

Rock's Workshop. The center of the Skyward boasts an enormous hangar that Rock Raley and his crew have taken to be their workshop. The team has been hard at work planning and fabricating the vessel in which they intend to ascend to the Sky King. During the day, crowds gather at the entrance, hoping to catch a glimpse of the adventurer himself. Those who bear an invitation from Rock are welcome to enter the workshop and hang out, giving the place the air of an exclusive club. Others watch inward from an exterior rope that keeps the crowd at bay near the entrance of the hangar.

Ember's Kite Shop and Rentals. There's no shortage of kite and glider shops in town. Some boast of selling the highest quality products, while others claim the honor of being the oldest. Only Ember claims to be the town's friendliest kitemonger. Her shop is located in a charming warehouse building on the lock in the Skyward. Ember wants her customers to feel taken care of, especially the ones who don't know their way around a kite or glider. That's why she's the only shop who offers rentals. She's even willing to close the shop if business is slow to teach novices.

The Locks. Sky Kite is trisected into the south, central, and north city sections by the multi-stepped locks that allow boats to bring cargo from the sea all the way up to the highest reaches of the Skyward. The stair that runs parallel to the locks from top to bottom is a popular tourist attraction for those who like to watch the boats come and go. The warden of barges oversees the locks from the squat, round tollhouse on the waterfront at the gate of the lowest lock. Occasionally, fishfolk sneak into the locks and conduct raids in the town's interior.

Adventure Hooks

Glider Race. A glider race is set to take place as the capstone event of a kite festival. It's a team event, where participants use the updrafts provided by thermal vents to speed across the Land of Hot Water. Each participant has their own glider. To win, an entire team must cross the finish line before other teams do so. The size of the teams should match the number of players. This race has its complications, however. Strong wind could push racers out to sea or up against the slope of Mount Arbora. A bunch of hammer gulls might show up and begin dropping stones on the gliders from high in the air, forcing several gliders to crash land. Whatever happens, the adventurers and another team find themselves stranded together.

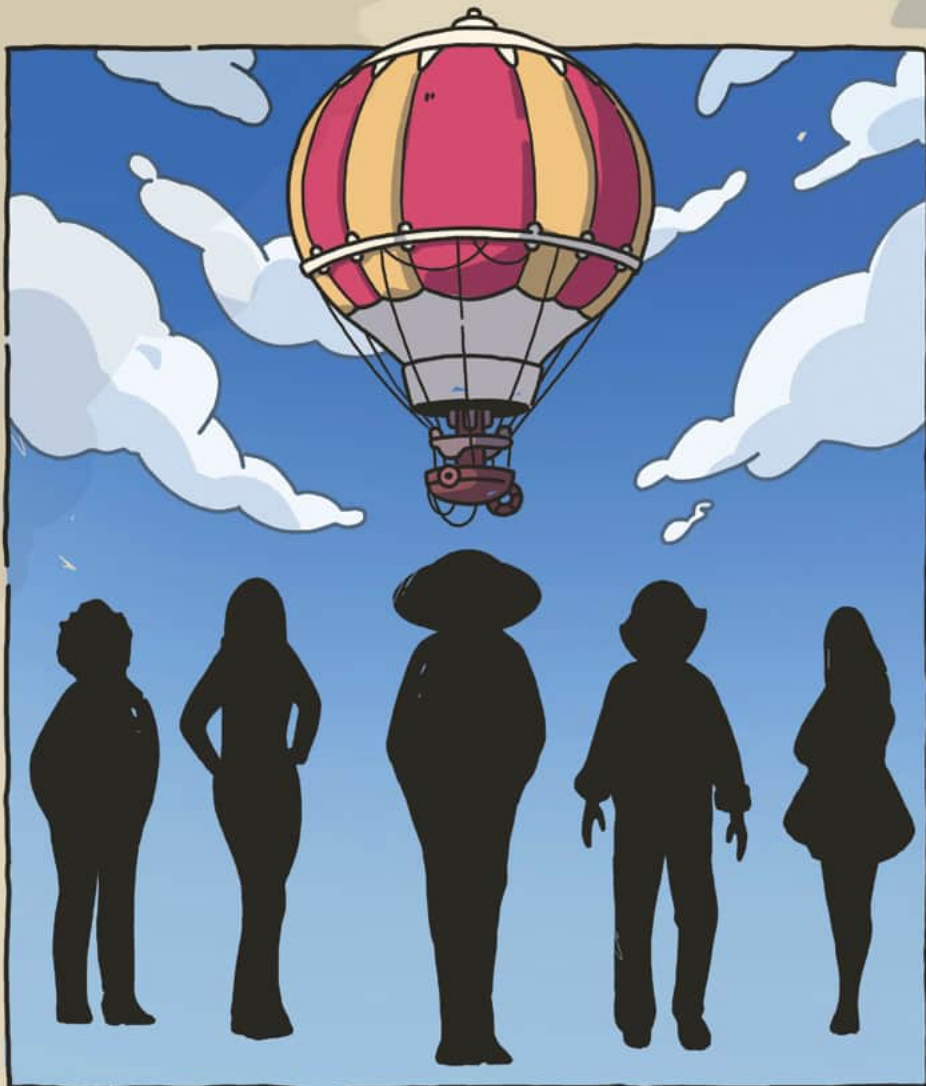
Sabotage. Councilor Jiko has taken matters into her own hands to thwart the upstart aeronauts who she believes have taken over her town. Her assistant has reached out to find willing saboteurs to pay a visit to Rock Raley's workshop and make their contraptions disappear. This adventure could go in one of two ways:

- ♦ The adventurers are enlisted as the saboteurs and must figure out how to sneak into Rock Raley's busy workshop and complete the mission.
- ♦ Air pirates successfully made off with some crucial plan, and the adventurers are recruited by Rock Raley or a group of aeronauts to recover what was stolen. The pirates have a stronghold on the western slope of Mount Arbora.

Refugees from Polewater. Two fisherfolk—Gav and Anders (male humans)—have been hanging around the Saltward and in the Waterline Pub where they pester strangers for news out of the village of Polewater on the east side of the island. They are refugees from that village and have been unable to return since the tsunami hit the island several months ago. They've attempted the voyage several times on their own boats, but have been forced to return because of attacks from particularly aggressive fishfolk. They are desperate to get home, or at least for any hint of news. When the pair sees the adventurers, they approach with hopeful eyes. For more on the events in Polewater, see page 85.

Names in the Lock. After a night of restless sleep, the adventurers are approached by a courier who gives them a summons from the warden of barges to come to the locks. Waiting at the locks is Marlon, the warden, who hands them a small cylindrical case. He explains that it was found today in the topmost segment of the lock, which had been drained to address a malfunction. Inside the case is a spindle of ivory, and on the spindle are written the names of each adventurer along with the name Ferris Skyright and Marlon himself. Marlon demands to know the meaning of this, and enlists the adventurers to find the connection. He would do it himself if he wasn't so busy. The restless sleep continues until the adventurers determine what's happening.

Below the Shallows. This is one of the adventures included in this book (see page 351).



**COULD IT BE
YOU?**

ROCK RALEY'S
SKY TEAM POSTER

MOUNT ARBORA

Towering majestically over Obojima, Mount Arbora stands as the island's most sacred peak and as its mystic sentinel. Its snowcapped summit is visible from every corner of the island, an ever-present reminder of its ancient power. From these icy heights, meltwater cascades down in shimmering rivulets, weaving through the island's lush forests and fertile plains. Each of these rivers is inhabited by an elder spirit from whom the rivers each get their names. These rivers nourish the land, earning Mount Arbora the reverent title of "Obojima's beating heart".

But the mountain is more than a life source; it is a realm of awe and peril. Its rugged slopes are shrouded in mystery, cloaked in thick mists and treacherous crags. Legends speak of the mystical energies that course through its mineral-rich veins, infusing the mountain with a potent magic that both attracts and repels.

Beneath its serene exterior, Mount Arbora harbors untold dangers; massive creatures, believed to be remnants of a primordial era, roam its slopes. These titanic beings, both feared and revered, add to the mountain's enigmatic allure. Few dare to venture into their dominion, but those who do seek the mountain's deep secrets and the power said to lie within its hallowed peaks.

Wandering Encounters

Roll d12	Wandering Encounter
1	Gentle Guide. Depending on your location on the mountain (above or below the tree line), you encounter either a dryad* or a peaceful spirit that looks like a boulder. They offer cryptic guidance or a minor boon if treated respectfully.
2	Pesky Spirits. A band of mischievous fire spirits attempt to play tricks on the party. They may burn items, lead the party astray, or cause minor illusions.
3	Avalanche! On a successful DC 12 Wisdom (Perception) saving throw, the party hears the sounds of rocks and/or snow beginning to rumble, signifying an impending avalanche. A series of skill checks must be made to avoid imminent disaster!
4	Ancient Guardian. An awakened tree or spirit boulder blocks the path and demands to know who is treading on the sacred slopes of Mount Arbora. Some Charisma checks and roleplaying are in order to go beyond the stubborn yet wise guardian.
5	Runic Stone. The party stumbles upon a glowing runic stone. Whoever touches or interacts with the stone gets put into an altered state where they come face to face with an elder spirit that may or may not be the spirit of Mount Arbora. After some roleplaying and skill checks, they may be granted a temporary magical boon.
6	Snowstorm. A sudden, magical snowstorm engulfs the party. Visibility drops and navigation becomes challenging. Monsters adapted to the cold might take advantage of the party's disorientation.
7	Treasure Hunter. An eccentric treasure hunter from Toggle offers to trade information about hidden treasures on the mountain in exchange for assistance with a dangerous task. The prospector could be an ally or a secret foe who wishes to lead the party into peril.
8	Frozen Clue. What looks like a person can be seen, frozen in the glacial ice. The frozen adventurer may hold a vital clue, magical item, or be revived through powerful magic to share tales of their journey.
9	Snowball Fight! A group of snowball spirits greet the party. Will it be a friendly encounter or a snowball fight?
10	Find My Percy! A distraught and exhausted farmer pleads with the party to find their pet snowshoe pig, Percival. Some clever tracking can lead the party to Percival, but it also may lead them to a monster tracking the pig as well!
11	Hunters are the Hunted. The party begins to be tracked by a hill dragon that has taken to the mountain slopes in search of prey.
12	Blood of the Mountain. In a small cave on the mountainside is a clear pool of water. Drinking from it could heal, provide visions, or mark someone for one of the great beasts such as the Sky Salamander or the Hunter .



THE GRAYSTEPS

This small settlement on the southern slope of Mount Arbora is unique in that spirits don't go near it. Whether they refuse to or simply can't remains a subject of debate, though the most widely accepted theory credits the weather worn stone statues that ring the village. Whatever the reason, it must also be noted that the Graysteps has no parallel in the Spirit Realm.

The village is populated by folk who want to, as the locals say, "live in quiet". To travelers passing through the village, it can come across as cold, its residents a bit standoffish. The truth of it is that a palpable suspicion for all things relating to spirits hangs heavy in the air. Spirit mediums and clairvoyants live here to calm the constant noise from the spirit world. People visit the Graysteps either as refuge against malevolent spirits, or to find specialists and items to help them deal with spirits.

Getting to the Graysteps isn't always an easy journey. Where Mount Arbora rises up from the Gale Fields, there is a narrow path—a winding stair—cut directly into the mountainside. Those who manage the ascent eventually come to a tunnel that opens onto a sheltered vale where the Graysteps stands. Snow blankets the village for much of the year, but travelers who arrive when the snow has melted will see the green and black tiled rooftops arrayed in the pattern of an eye.



Tone/Vibe

**Remote, cold and wintry, close-knit,
and suspicious**

Reputation

Many Obojimans aren't aware of the Graysteps, but those who do typically regard it as an out-of-way village filled with ornery folk. Spirits know enough to stay away from there.

Mausoleum Statues

The oldest structures in the Graysteps are the five thirty-foot-tall statues that surround the village like great standing stones. They are known as the Statues of Warding and Welcome, or simply “the statues”. They resemble people, but with two fronts: one that faces outward depicted with a shield, and another that faces in toward the village, with arms outstretched in a gesture of comfort. In addition to the theory that they are the reason that spirits don’t come to the Graysteps, they serve as mausoleums for the village’s dead.

The Watchers

Protection of the Graysteps falls to a small guard force called the Watchers. Though their main purpose is keeping spirits away, they mostly spend their time driving off monsters that wander down from the mountain. There are six watchers, five to parallel the five statues that surround the village, and one captain.

Unlikely Defense

When a villager dies, their body is encased in red clay and placed inside one of the mausoleum statues. This tradition has been kept by the people of the Graysteps for centuries and is rooted in mutual agreement made by those

who have chosen to live here. In times of need, the village can call upon the dead housed within a Statue of Warding and Welcome to awaken as a kind of golem to aid the village.

Though the people here keep this tradition, it is not a practice they reveal to outsiders. They believe that, if revealed to the rest of the island, they would be condemned and undone.



PHENT

NPCs

Phent, Village Elder (human male). The leader of the small village is the charismatic Phent, an older man with a warm, folksy manner. He is overly complimentary to everyone, but talking to him for any length of time reveals his disdain for spirits. He’s somewhat

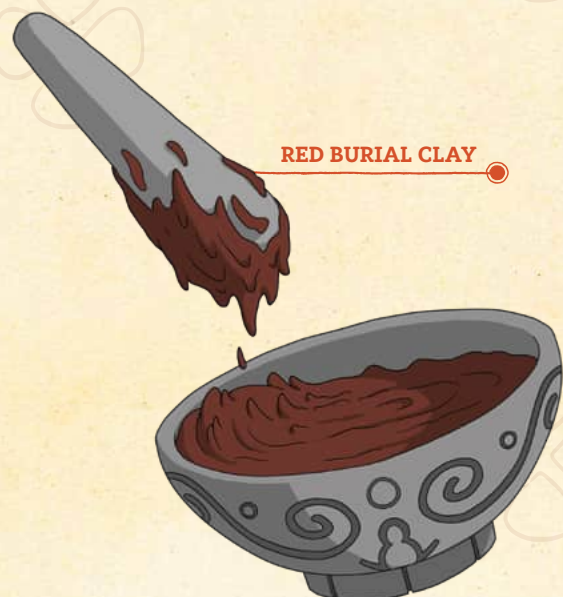
new to his position as elder, and his tenure is defined by his campaign to safeguard the Graysteps from what he calls “encroachments” from the Spirit Realm. The Corruption is just the latest example of “spirit shenanigans,” according to Phent’s most recent refrain.

His contempt for spirits is deeper than the villagers know. The cellar in his home has a secret chamber where he keeps a bound spirit captive. The spirit was tainted by the Corruption, and with prodding from Phent, has lost itself to madness. Once its fully gone through its transformation to demon, Phent plans to set the spirit loose in the town of Toggle in order to foment more fear and paranoia about spirits amongst the people.

Stout Crumm (male elf). Short, stocky, and silent, Stout Crumm is a fixture in Murgin’s Tavern. It’s rumored that she was one of the Rangers of the Greenward Path who were among the first to encounter the Corruption. But you won’t readily hear it from her because she doesn’t say anything beyond the occasional grunt or snort. Most of the time, she communicates by scrawling on a slate with a piece of chalk. Only folks who buy her a drink can inquire about her experience with the Corruption.

Before she was marked by the Corruption, Crumm was known as an accomplished warrior, and she is a champion that can be challenged to earn a sword school signet.

Grimcloak (female human). The wizard known as Grimcloak runs a small arcana and curio shop in the cellar of Murgin’s Tavern and Inn. He has only been in the Graysteps for a few months, but he has established a reputation for his ability to reverse curses and hexes, particularly those associated with spirits. He has a short, wild black beard and a faded blue patch over one eye. Even indoors, he wears his hooded brown cloak. He speaks in hushed tones and his sentences tend to trail off.





He also carries a secret. Grimcloak is a disguise—a complete fabrication. If the old wizard were to remove his robe, he would revert to Nuharo, a fourteen year old human girl who apprentices with the Cloud Cap Coven. Her entrepreneurial spirit led her to set up shop in the Graysteps, and, so far, no one knows her true identity. The only thing she and Grimcloak share aside from magical talent is the eyepatch. Grimcloak/Nuharo uses the **witch** stat block.

Patcher. The current captain of the Watchers is a boisterous teller of tall tales known by the villagers only as Patcher. When he's not making his rounds patrolling the perimeter of the village with the other Watchers, he can usually be found in his modest watchtower dwelling at the north end of the Graysteps. As captain of the Watchers, Patcher possesses the Rod of Awakening, a magical length of iron that gives him the ability to animate the dead within the village's mausoleum statues.

Points of Interest

The Way Gate. Approaching the village from the mountain stair, travelers must first pass through the Way Gate, a tunnel that cuts straight through the rock face. The tunnel was bored by Nakudama in the time of the monarchs. Though its purpose has been lost to history, it remains a testament to the stonecarving prowess of that civilization, for within it, the walls and ceiling are all covered in a continuous bas-relief rendition of a royal procession through curling clouds.

The tunnel is approximately 120 feet long, and large enough for a cart pulled by two horses to pass through. The Watchers patrol the tunnel, but even so, monsters often nest here when the snow is deep outside.

Murgin's Tavern and Inn. The only tavern in the village is crowded most nights with locals. The occasional travelers that visit invariably end up here, and not only because it serves as the inn, but also because Murgin's is famous for its perfect baguettes. The tavern keeper, affectionately called "the King" by locals, makes the baguettes himself each night, and he likes seeing the delight on peoples faces as they enjoy the meal he's prepared.

The tavern's main room has three hearths around which rustic wooden chairs are arranged. The place is often smokey and the air thick with the smell of earthy spices. A two-story wing branches off from the main room containing six rooms for guests.

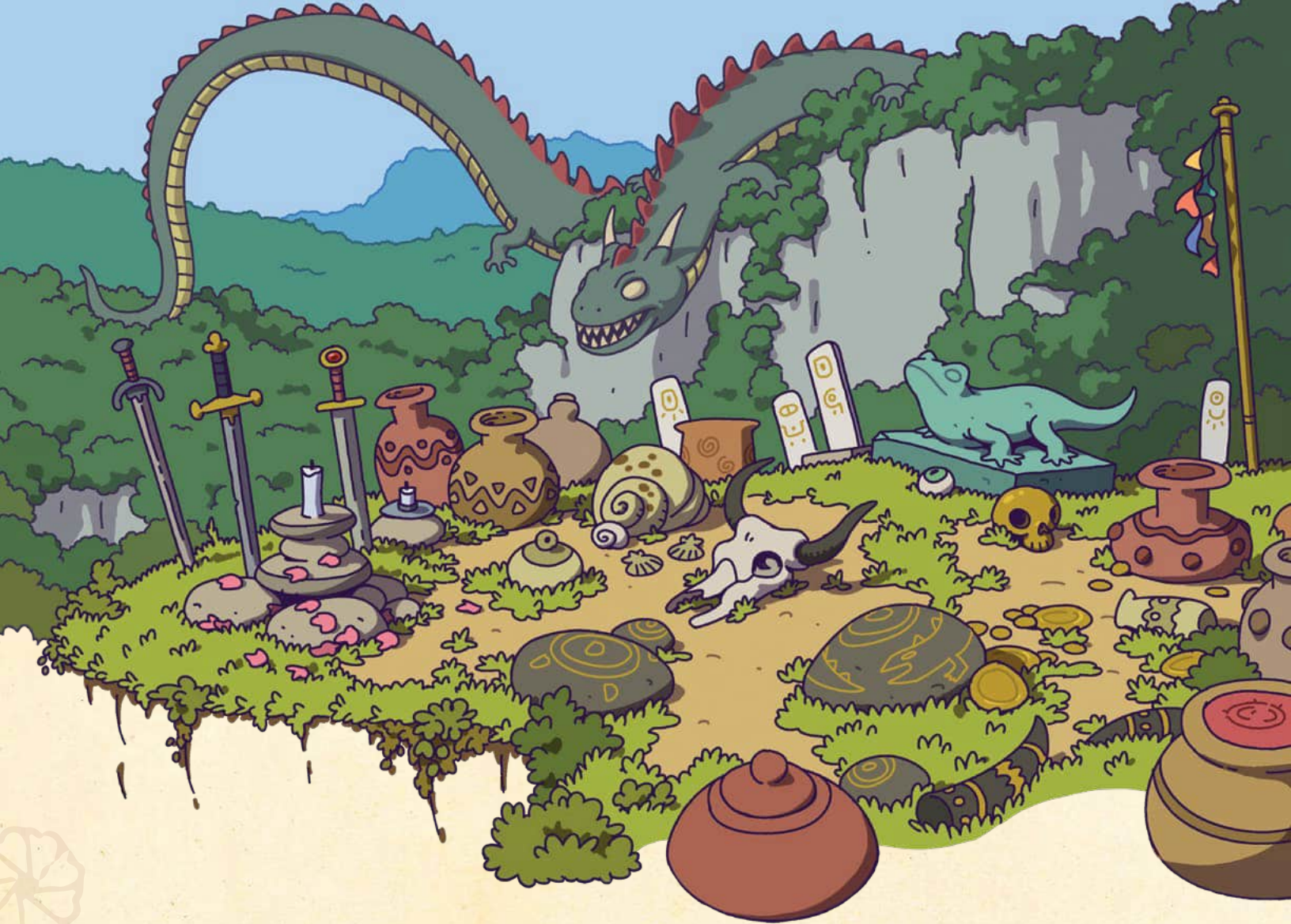
Adventure Hooks

Crash Across The Mountain. An avalanche from high on the slopes of Mount Arbora overcame two of the village Watchers while traversing the mountainside. Patcher can't abandon his post, so he has asked the adventurers to travel alongside the remaining Watchers and conduct a recovery mission.

Sheep in Wolf's Clothing. A spirit known as the Horned Wolf was spotted at the edges of the town on the same day that a villager has gone missing. Phent blames the spirit and asks the adventurers to drive it off or kill it. However, when the adventurers meet the spirit, they're quick to discover that its cub is also missing.

Legends

Fiendish Origins. Though few villagers want to talk about it, AHA academics have suggested that the mausoleum statues are a vestige of the demon tyrant from the Age of Nakudama.



JUMAGA'S ROOST

High on the western slope of Mount Arbora is the lair of the Sky Salamander, one of the great beasts that circle the skies of Obojima. The Sky Salamander patrols its mountain territory and casts a shadow on any farmer who takes the risk to graze their cattle on the wide, verdant slopes of the great mountain. Although the slopes are the salamander's domain, it's a risk many are willing to take, as the grasses are said to contain the mountain's magic, making any cow, sheep, or goat that grazes there fat and happy.

The Ledge of Offering

Near one of Mount Arbora's low mountain peaks, where the sky salamander makes its lair is an outcropping of rock known as the Ledge of Offerings. Throughout the centuries, people have come here to leave offerings to the sky salamander for varying reasons. Many farmers make the pilgrimage up the steep trail in hopes of appeasing the giant beast or to ward off its hungry eyes from their cattle. But there is no evidence that the salamander takes their tokens into account as it still seems to enjoy nothing more than devouring a plump and ponderously slow cow.

Others make the journey to the ledge, for less practical reasons, making the trek to the Ledge of Offerings to ask for

the salamander's strength, believing wholeheartedly that simply being in the presence of the great beast will imbue power and wisdom.

But most who have witnessed or heard stories of the salamander's devastating power believe that braving such a journey only gets one perilously close to the salamander's bone-crushing jaws.

Tone/Vibe

Mystifying, Grand, Humbling

Reputation

The Sky Salamander is fairly well-known throughout Obojima and most islanders have heard of it.

Anyone who lives near the Sky Salamander, especially the Rockwinders (see below), knows that it has good days and bad days. On its good days, it is a splendid sight soaring through the clear mountain air—a true symbol of Mount Arbora's awe and majesty. On the days when it is grumpy, the Sky Salamander can be an indiscriminate and savage predator that goes out of its way to take the largest and most succulent of all the herds that graze in Arbora's foothills.

Rockwinders

There is a small village on the western side of Mount Arbora called Dorrin, where a group of people known as Rockwinders have lived for generations. These sure-footed people have traditionally been hired as guides for those wishing to traverse the mountain or for those who wish to make the dangerous journey to the Ledge of Offering and pay homage to the Sky Salamander, who the Rockwinders call Jumaga. The Rockwinders also act as guardians of the Ledge—keeping curious fools and reckless thrillseekers from getting themselves killed, as well as keeping desperate thieves from looting the mounds of treasure that lie exposed on the grassy cliff face.

The Rockwinders also protect Jumaga from people and protect people from Jumaga. They know the patterns and warning signs of the Sky Salamander—they can predict its moods and see to it that travelers don't unduly put themselves in harm's way.

The Sky Salamander

The Sky Salamander is one of the great beasts that reside on the island. The Rockwinders say that of the three—the Hunter and the Sky King being the other two—Jumaga is the youngest, so if you were able to speak with a spirit that is old enough, they may even recall the day Jumaga arrived on the island.

Though Jumaga isn't overly aggressive to those living around the base of the mountain, only swooping down on the rare occasion to take the errant cow or goat, it is very territorial. It has kept dominance in its small slice of Mount Arbora for centuries and has recently gained a reputation for being the bane of the aeronauts and glider pilots from Sky Kite Valley.

NPCs

Jeelah (female human). Jeelah is a Rockwinder and one of the best guides in Dorrin and recently has gained a heroic status as the only Rockwinder to have gotten close enough to Jumaga to actually touch it. Though she is grateful for the experience and is enjoying the attention, she also sees the Sky Salamander as immensely sacred and wishes to be respectful of the great beast. Because of this, she rarely talks about her experience.

Karmajin (male human). Karmajin is the least scrupulous of the Rockwinders, being one of the few who have traveled outside of the village. Though Karmajin was born in Dorrin, he spent his early years traveling the Gale Fields in a merchant's caravan. When he returned to the village several years later, he was met with open arms but has since left a bad impression on those who took him in.

He's now gained a less trustworthy reputation, as the Rockwinder most willing to lead an expedition of thieves to the Ledge of Offerings.

Though Karmajin's tolerance for rapscallions and ne'er-do-wells is much higher than the average Rockwinder, he is very superstitious, so he won't do any looting for himself. He would, however, be more than happy to take a cut from the ill-gotten gains stolen by others.



Points of Interest

Ledge of Offering. Those who travel to the Ledge of Offering bring a variety of gifts to be left to the Sky Salamander, which is why at any given time the plateau is likely to be filled with valuable items unusable by the creature they've been gifted to. From gold flowers to First Age trinkets, the ledge sees it all.

Roost. Nestled in the tree-covered heights of the mountain which overlook the Ledge of Offering, is a giant woven nest not too dissimilar to that of a bird. It's in the location where the Sky Salamander rests its heavy head. Scattered across the lush forest and strewn about the rocky cliff faces surrounding the sky salamander's roost, is the cattle graveyard that it has crafted over the hundreds of years it has called this roost its home. Though a fresh cattle carcass can be concerning, most have been overgrown and covered by blankets of bright green moss and vibrant flowers which seem to bloom year-round.

Dorrin. The village of Dorrin has called the western slopes of Mount Arbora home for centuries. It's an unlikely settlement that has uncomfortable living conditions, to say the least, but the small group of 100-plus islanders that live there have done so for generations. Until recently, the village's main source of trade came when outsiders desired a guide up the mountain. Now, after the discovery of the **Dorrin Plate** and its potion-brewing qualities, the village has turned its attention to the new commodity as it has drummed up quite a bit of trade and visitation to the small mountain town.

Adventure Hooks

Cry From Above. A distant cry for help can be heard overhead as the adventurers witness a member of the Young Stewards being carried off by the Sky Salamander. As the great beast swoops down low, the young steward pries free from its grasp and is dropped and left abandoned somewhere in the wilderness of Mount Arbora.

Legendary Loot. While the Ledge of Offering is considered a sacred site by the locals, there are those less scrupulous folks who, after a few ales, begin to whisper about some of the more valuable offerings rumored to have been left up there on the ledge.

Many would-be plunderers are kept away by the tales of the sky salamander swooping down to pluck a hapless traveler off the mountainside, and those who don't fear the salamander shudder at the thought of being cursed after stealing sacred offerings. But there are some who are slowly working up the courage as rumors continue to spread of treasures being left there that would make the most devout monk break their vow of poverty.





TOGGLE

THE STEELWORK TOWN

On the eastern slope of Mount Arbora sits Toggle, a mining town built into the sides of a man-made canyon, dug out of the bedrock in the shape of a giant “X” over centuries of mining. The canyon mines have long since run dry and the empty mine shafts were renovated so they could be occupied by the two hundred or so people who currently call Toggle their home. Many of these occupants are miners who work all over the mountainside, but some occupants are merchants and artisans who set up their shops in the town center and serve the passing travelers and traders who come to Toggle.



Tone/Vibe

Close Community, Unique lifestyle, Celebratory, Holds onto Tradition

The Crossroads

Toggle’s town center, or the “Crossroads in the Canyon”, is filled with workshops, storefronts, and a bustling market where all kinds of metal goods, crafts, weapons, armor, and jewelry are made and sold. Each of the four streets of Toggle’s famous crossroads has a tavern that serves the populace day and night.

Togglers

The townfolk of Toggle or “Togglers”, as they are known, are tough, no nonsense folk who speak directly and seldom conceal their thoughts when they arise. They have little use for pomp and festivals and prefer to celebrate in the taverns after a hard day’s work. One thing they do love is singing, and it is not uncommon that a spontaneous singing competition breaks out and a crowd gathers to applaud and shout out their favorite.

Of Miners and Mining

The miners of Toggle are proud to carry on the tradition of their forebears even after the ancestral mines ran dry. New claims are a fairly recent development, and only the Miner's Code keeps these independent miners from squabbling for new mining space. Some say that Toggle is at the end of the boom, but others say the next boom is just around the bend.

During the day, Toggle's hundred or so miners leave for their claims that are staked on the mountainside. Once at their mines, the miners wake up their various spirit companions, many of which sleep within copper lined cylinders on their belts. Known by the miners as a "light bunny", these handy companions are used for igniting their headlamps and finding veins of ore within the mineshaft.

At dusk, they return to their favorite taverns where drinking and singing go well into the night. Even the most obvious outsider in Toggle will earn a clap on the back from the most hardened miner if they have a voice of gold. If you can sing, you can get respect.

Getting Toggled

If someone does something that the community feels crosses the line or breaks the Miner's Code, like stealing another's spot in the mines, the townsfolk have crafted a fitting punishment known as "getting Toggled", which is short for being hogtied and thrown into a minecart that's sent down the side of the mountain, off a ramp, and jettisoned into the woods.

A Special Currency

In Toggle, people prefer to pay in chunks of metal ore in place of flowers and petals. All merchants are happy to accept copper buds, sea petals, and dawn flowers, but ingots are the local currency and another sign of the fierce independent streak in Togglers.

Denizens of the Mines

The mines of Toggle have more than just gems and ore inside them, they are also the home to many dangerous creatures.

Slaggers are bulbous, stone balloons that float through the caverns. Each with a menacing face and stony, gray skin like cooling magma. Because they are territorial and moody, anyone entering the mine will usually encounter a **slugger** and have to pay homage by giving it a shovelful of coal. If a **slugger** is not appeased, it can cause collapses or melt the steel of the mine cart rails, picks, and shovels.

Drumbellys are also a common occurrence within the mines. Because of a drumbellys attraction to rhythms, miners have learned to hit their picks and hammers in odd intervals to prevent attracting one.

NPCs

Duro and Garo (male daras). Duro and Garo are dara forgemasters who, in the last decade, have made a name for themselves amongst crafters and creatives across the island. The pair invented a special forging technique with which they inscribe glyphs of knowledge into heated metal before folding and pressing it. In this special technique, known as "glyph folding", the duo can create incredibly durable ingots and objects by layering numerous glyphs while forging.

The two will sporadically sell their glyph-folded metal in the form of ingots or tools and will rarely take on custom work. But the pair is always interested in a curious job and are more inclined to take you up on a query if they find it amusing.

Johnny One-Eye and Thugg (human male & spirit).

Ever since Johnny One-Eye lost his eye, he's turned even meaner and become a bit of a bully. His father, Rhemus Grood, was one of the most successful miners that Toggle has ever produced, and Johnny has never lived up to his father's legend. But since Johnny has inherited all of his father's mines, he does well simply renting them out and collecting half the haul of ore.

If anyone steps out of line, Johnny's companion spirit—a hulking blob of swirling onyx smoke named Thugg—steps in to make sure there's compliance.

Isabel Skiff (human female). Isabel is a high-society AHA member who is looking for a rare gemstone known as a dragon's fist, that is, according to her research, said to only grow in the eastern region around Mount Arbora. The only dragon's fist gemstones ever to be unearthed have all been excavated in and around the mines of Toggle. Isabel is well funded and has the most up to date gem hunting equipment which also has the effect of making her stick out like a sore thumb. But despite her city-born manners and dapper clothes, she is earnest in her desire to roll up her sleeves with the miners and show any and all that she can dig with the best of them—and find AHA a dragon's fist while she's at it.

Tetsuri (human male). Tetsuri is a corrupted ranger, who in the last few weeks has been hiding their identity as a new face in Toggle. During the initial incursion of the Corruption, Tetsuri was infected and fled his village to avoid potentially infecting those he loved. Weakened and desperate, Tetsuri made a deal with Venomous Rex who slowed Tetsuri's Corruption using stonefish venom. Now Tetsuri is hooked and to get more doses of the rare venom, acts as Venomous Rex's underling. Currently, the ranger is waiting for Holly to come to Toggle so he can kidnap her and take her to Venomous Rex's headquarters. If Tetsuri hears the party talking about Holly, the *Pointue*, or tracking down Duro's golem, Tetsuri will attempt to befriend and assist the party, waiting until the time is right to strike.



Isabel Skiff is looking for a dragon's fist gem and, unless she finds anything else of note, plans to leave after she's done it.



Because of trade, the Courier Brigade has a larger office here where they receive and send ingots and ore far and wide.



The Young Stewards occasionally stay at an inn in Toggle as they explore Mount Arbora.

Adventure Hooks

Mission to Toggle, Continued. If the adventurers accepted Holly's quest to find the forgemasters of Toggle, they arrive to find Duro and Guro lacking the metal Holly requested. The two explain that it is quite difficult to craft a metal of that quality, and in the weeks leading up to the adventurer's arrival, they failed to produce said metal several times. They do, however, offer a solution.

Long ago, Duro and Garo built a metal golem out of ingots of glyph-folded steel that had been folded two hundred times—the most they had ever done. The metal alone was of an alloy so magical that the golem gained sentience and wandered off. The golem was last sighted in the Brackwater Wetlands without a spot of rust on its gleaming armor. If the adventurers could retrieve the golem, its chest plate could be reforged to fit Holly's specifications.

Missing Spirit. A young miner has lost his companion spirit in one of the copper veins. The light bunny jumped inside one of the walls to hunt for ore and never returned. He's offered all that he has to see his companion returned safely.

Points of Interest

The Four Paths. The four paths of the crossroads are the four major streets within Toggle, which meet at the center of town. Named after the cardinal directions, each path has its own theme and variety of goods or services that it is known for.

- ♦ **The Northern Path** mostly deals in raw materials—iron, copper, nickel, and rare metals like gold and zinc ore. They also sell fabulous raw gemstones that the miners find while hunting in the caves.
- ♦ **The Southern Path** deals in shipping and transporting all the goods that Toggle produces, and the street is lined with miners sending or receiving goods from the Courier Brigade, whose office is here running day and night.
- ♦ **The Eastern Path** is where the smelters refine the raw ore and fashion it into ingots. The smelters here are also known to cast metal objects and sculptures, or make alloys with refined ores.
- ♦ **The Western Path** is where forging and metal fabrication occurs, hence it is aptly named "Clanging Alley" with all the sounds of the smithies hard at work making their weapons, armor, tools, and other works of art amid a merry and constant clang of steel on steel.

The Toggle. The Toggle is a massive metal lever that controls the flow of a small river that runs parallel to the town. Switching the Toggle one way directs some of the water to a power hammer known locally as Iddy Biddy. Pulling the lever the other way channels the water down a steep water flume which the Courier Brigade uses to send packages down the mountainside.

The Iron Ore. The Iron Ore is Toggle's most popular inn. Located along the Northern Path, the Iron Ore is a giant, open floor A-frame feast hall and home to the famed power hammer Iddy Biddy. The barkeep and proprietor, Moko-Ji, is a retired Nakudama miner who has turned the Iron Ore into a kind of museum of mining and minerals. He has hung all his various pieces of mining gear, including his most epic finds which are all on display throughout the inn.

Legends

Clove. Every veteran miner has a spine-chilling story about Clove, a legendary drumbelly that lurks in the miles of tunnels dug into the side of Mount Arbora. Every miner who claims to have survived an encounter with Clove (and the number is few) all say that they smelled something very odd just before they were attacked—the sweet smell of cloves.

THE GALE FIELDS

In the heart of Obojima lies the Gale Fields, a sweeping expanse of towering grasses that sway and undulate in the breeze. In some places, the grassland seems to breathe with life, and in other areas the grass looks like plants from an ancient seabed transformed into a fantastical terrain.

Although many of the roads were forged by the Courier Brigade to ensure safer passage for their knights, the oldest of the roads are thought to be the last remaining remnants of the ancient Nakudama city Lilywin. These roads are maintained and used by the Courier Brigade to this day, but they are also traveled by the daring or desperate, as these roads offer little protection from the many dangers that lurk in the grasses—a host of fearsome monsters that make the Gale Fields their hunting ground.

But amid this wild, open space there are communities that thrive. The nomadic Stiltwalkers are among the more intriguing. Stiltwalkers have adapted to the Gale Fields' unique challenges, walking high above the grass on stilts as do their tall, mobile dwellings, striding along on 12-foot tall poles. In this way, a Stiltwalker village can move several miles in a day. Most everyone who lives in the Gale Fields has learned to exist in harmony with the beasts that inhabit the fields, but there are ancient spirits here too, strange entities that guide or mislead travelers.

Wandering Encounters

Roll d12	Wandering Encounter
1	Howlers. 2d4 Howlers begin to stalk and encircle the party. You can announce their presence by having the party hear their howls over the swishing of the wind through the grass or have the encounter be an ambush.
2	Lethal Trickster. During the daytime, a monster that can make a cry like a small child tries to pull do-gooders off the path and into the tall grass.
3	Stiltwalker Nomads. A group of 1d6+1 Stiltwalker nomads offers trade and tales of the Gale Fields. They have unique items, are knowledgeable about the safest routes, know hidden paths, have a quest or two, and may offer to have the party stay a night in one of their stilt houses.
4	Gale Spirit. A spirit emerges from the tall grass. They could offer guidance, reveal a hidden path, ask for help, or lead the party into deeper danger.
5	Ambush! 1d4+1 bandits (use bandit* stat block) are lying in wait within the tall grass. They attempt to ambush the party for valuables.
6	The Crawling Canopy. The party encounters the Crawling Canopy. You could have them see it from a distance—oddly out of place in the Gale Fields. The forest could be moving or stationary for the time being. The forest could also engulf them as they camp in the Gale Fields (this could start the adventure in this book titled <i>Lost Within the Crawling Canopy</i>).
7	Howls of Pain. A lone, injured howler crosses paths with the party. It's desperate and dangerous. It might have got separated from its pack or banished or it could all be a clever ploy.
8	Witchcraft at Work. A witch from the Fish Head Coven has found a massive skeleton. They don't know if it is a dragon or some ancient megafauna but they are trying to figure out how to unearth it. Once they do, they will try to animate it.
9	Bugung the Smusher. Bugung the Smusher is a spirit with an ego the size of Mount Arbora. Bugung is looking to eat some gophers, but Bugung is hungry so, at this point, pretty much anything will do.
10	Wind Eels. A school of wind eel spirits pass around the party, floating on the breeze. They're generally harmless but they have been known to gnaw holes in stone buildings.
11	Dandelion Spirits. The wind blows dandelion fluff spirits that get everywhere. The spirits are having the time of their lives. Some are small enough to tickle nose hairs and make an adventurer sneeze.
12	Hidden Village. Expertly camouflaged in the tall grass is a hidden village of people who have lived here for generations. They can provide food, shelter, and information about the area. They also may have need of things from outside the Gale Fields and ask for the party's assistance.



DOMAIN OF THE FISH HEAD COVEN

The wilderness of the Gale Fields is home to the domain of the Fish Head Coven, a powerful and secretive league of witches. Their domain is dotted with their arcane geoglyphs and stone cairns. Its boundaries are marked by a magical hedgerow that alerts the leaders of the Fish Head Coven when someone crosses it. Gatehouses at the four cardinal directions are built into the hedgerow, each one garrisoned by a trio of witches.

Those who make the journey to the domain usually do so in search of ingredients they might purchase or to seek the counsel of a particular witch whose expertise in a specific corner of arcane knowledge can't be found elsewhere on the island.



Tone/Vibe

Witchy, Academical, Focused, Mysterious, Closed Off

admire or resent the most powerful coven's seat of power, but most witches envy the arcane secrets they're certain must be housed there.

The Witching Tower

At the heart of the domain, the coven makes its headquarters in a set of three brick towers connected by bridges. This is where witches of the Fish Head Coven have been known to gather for over a century, exchanging information, brewing potions, and occasionally inducting new members into the coven.

Reputation

Most folks on Obojima have no reason to consider this place at all other than it being a source of strangeness. But to those who practice magic, the domain of the Fish Head Coven is quite polarizing. Members of other covens might

The Council of Three and Thirty

The comings and goings of the Fish Head Coven are orchestrated by the Council of Three and Thirty. At any given time, a trio of powerful witches preside over the coven along with an amalgamated spirit entity known as the Thirty. The council is convened to weigh in on matters of great importance or to formally recognize new coven witches. The council also has the authority to call upon all witches of the coven to attend a gathering in the domain. When one of the council witches dies, a new one is chosen from among the coven to replace them.

Almanacs

The Fish Head Coven possesses two volumes of *Granny Prumple's Almanac of Island Ingredients* (for more on ingredients, see page 194). In addition to the volume on the Gale Fields, the coven also looks after the volume on the Shallows.

BRASS EYES



NPCs

Council Witches. The current council presiding over the Fish Head Coven includes Yolikanter Crogiss—a paranoid female Nakudama who specializes in warding magic, Bim of the Beasts—an enigmatic female human of unknown age who speaks only through animals, and the venerable Brass Eye—a tiny withered male human whose eyes have been replaced with brass orbs and who it is said lives in both the Physical Realm and the Spirit Realm. No living witch knows Brass Eyes' real name.

The council witches are almost always present at the Witches' Bridge, though they prefer to keep to their own quarters, convening only when the need arises.

Tan the Apprentice and Abi (male human & spirit).

A newcomer to the Witching Tower and aspiring coven witch is Tan, the thirteen-year-old human boy who apprentices for the renowned witch Ognev. Tan hails from Amak Shurak here in the Gale Fields. He was an awkward kid, who talked to himself constantly. On a visit to the town, Ognev met Tan and immediately recognized the kid's gift for spellcraft. He offered to take Tan on as an apprentice, and his parents were all too quick to agree. Ognev saw what everyone else missed. When Tan appears to be talking to himself, he's actually speaking to an invisible spirit that's always by his side. The spirit is named Abi, and it is quite protective of Tan. In his apprenticeship, Tan is learning to become a spirit medium and though he excels, he prefers Abi's company to that of other spirits.

Tan and Abi like to sneak out of the Witching Tower at night and explore the surrounding grounds. Their favorite spot is an enormous standing stone carved to depict a serpent coiled around it. At its base is a small niche that Tan uses to store a small trove of trinkets he's taken from the tower.

Abi uses the **spectral spirit companion** stat block.

Wandering Witch Companions (spirits). The Witching Tower has two resident companion spirits that work with no one in particular, but are cared for by all. They've been here for as long as anyone remembers, and if they were companions to a particular witch at one time that witch has been lost to history. Both companions possess intelligence comparable to a child. One of them is a highly sociable spirit cat known as the Lady. The other is the Mighty Peapaleap—a fat and fluffy long-haired cat who prefers to move about perched like a loaf on its floating square cushion. The duo tends to wander the grounds together, but one or the other will often branch off to follow a visitor it finds interesting.

Points of Interest

Ermy's Kiosk. Below the Witching Tower's lowest bridge is a cart that sells potion ingredients. It is run by Ermy Flower, a Fish Head Coven witch. Ermy is personable and chatty, particularly toward anyone who'll talk with her about the best places to eat on the island. Helping Ermy are her three magpies, Licorice, Sugar, and Molasses.

Below is a table of ingredients she always has for sale. Feel free to add to or augment the list.

Ermy's Kiosk Ingredients for Sale

6 Apper Carrots	1 gp each
2 Clay Snake Tails	5 gp each
2 Cloud Horns	3 gp each
10 Itchi Beri	1 gp each
5 Jack-O'-Lantern Bits	1 gp each
1 Living Spud	10 gp each
4 Spindle Leg Spider Webs	3 gp each
1 Wind Bloom	2 gp each
1 Wolfenite	9 gp each

The Closed Fists. The Fish Head Coven has two vaults, about which all kinds of myths have circulated, the most outlandish is the claim that one of the vaults contains a bound elder spirit that the witches use as the source of their power. The coven does little to debunk such theories, as they only serve to enhance their mystique. The twin vaults, known as the Closed Fists, are kept deep within dungeons built into the foundations of the north and south towers. The northern vault is where the coven keeps the bulk of its store of ingredients. The domed chamber is lined with masks, several of which emerge as urugama demons who are bound to guard the vault.

Meanwhile, the southern vault is where the most dangerous magic items in the coven's possession are held. Each item in this vault is attached by a thin, silver chain to a small silver cage containing a mushroom. If one of these cages is disturbed, the mushroom inside begins vibrating and, after 10 seconds, it releases a cloud of spores that quickly fills the vault. Creatures within the cloud of spores must succeed on a DC 20 Constitution saving throw or become paralyzed. When a creature first steps into the cloud or starts its turn within the cloud, it must make a saving throw. This effect lasts for 3 days or until neutralized with a secret concoction known only to the keeper of the vault. Undead and construct creatures are not affected by the spores. The cloud of spores dissipates after 5 minutes.

The Sanctum. Deep below the base of the central tower, at the bottom of a hidden stone staircase, is a natural cavern where the covens have kept their history, spells, and arcane lore for centuries. This secret library, the Sanctum, is known only to certain members of the covens. The Sanctum is lit with hundreds of magic candles that eternally burn within small alcoves carved into the twisting halls of the cavern. Each alcove contains a single, exquisitely carved, small statue no more than five inches tall.

Each one of these small statues, called a chot-to, contains a spirit that, like a book, knows a specific piece of knowledge—a spell, a certain event, or a particular ingredient. All these statues combined make up the arcane lore and history of the witch covens.

Chot-tos are carved out of many different kinds of stone, some are of animals and some look like people. Sometimes a chot-to is carved to look like one of the characters from the history that it contains.

When a witch wants a particular bit of information, they must hold a magic keystone, state what they are looking for, and ask the chot-to to come forward. If the knowledge is contained within the Sanctum, the chot-to is then whelmed by its inhabiting spirit, animating the statue, and it hops from its alcove, scurries over, and begins divulging its lore.

What people don't know—even most witches—is that there are always several chot-tos that are listening and recording every conversation and ritual performed while in the Sanctum. These spies remain motionless and only report to the Council of Three and Thirty.

Adventure Hooks

Coven Thief. The adventurers accompany a member of the Fish Head Coven to the domain so he can attend a gathering of the coven witches. As the gathering concludes, the witches go their separate ways, but your friend quickly discovers that his spellbook is gone. He believes it was stolen by one of the other witches.

Mirror Messenger. The adventurers are waiting in a dim parlor inside of the Witches' Bridge. Why they are there is up to you, but it could be because they seek an audience with one of the witches in residence, or because they are delivering something. While waiting, they notice that a fat cat laying on a floating cushion has been staring at a mirror for quite some time. After a moment, a youthful human appears in the mirror and then steps through it into the parlor with the adventurers. He pleads for their help to find his little brother who is lost in the Spirit Realm. If the adventurers agree, he bids them to follow him back through the mirror, which takes them into the Spirit Realm.

Spirit Journey. You are summoned by Alkun, a resident witch of the Fish Head Coven who needs your help to heal Sorolu, an elder spirit made of earth and vines who is suffering from some unknown malady. The witch says that one of the party must collect a variety of ingredients found in the Gale Fields so that they can craft an elixir to communicate in dreamlike visions with the elder spirit in hopes of understanding its pain.



THE CRAWLING CANOPY

The Crawling Canopy is exactly what the name implies—a massive forest that endlessly meanders, leaving a trail miles wide in its wake. It is a recent enigma, having appeared within the last 300 years, and most Obojimans who know of the Crawling Canopy are unsure what powerful magic allows it to move or why it never seems to leave the borders of the Gale Fields. Many have their speculations, but to most, the forest is yet another unsolved mystery that makes the locals shake their heads in puzzlement as they shepherd their flock and tend to their beans and pumpkins.

Those who have seen the interior of the forest (and were lucky enough to escape) have said that few creatures live on the ground. Because the forest moves, most creatures live in the canopy, riding along in the trees as the forest lumbers its way across the Gale Fields.

There are days, even months, where the Crawling Canopy will remain in a single spot, almost as if it is tempting the curious to venture into its depths and uncover its secrets. But for those who cannot resist and enter the forest's unknown depths, it almost always ends in folly, as the forest, in an instant, can uproot itself and begin moving again, bewildering any unfortunate explorers, wanderers, or woodcutters within the confounding swirl of ever-moving trees.



Tone/Vibe

Confusing, Whimsical, Frightening

Reputation

The Crawling Canopy for most Obojimans is yet another strange rumor or myth, that many might wonder if it is even real. But the closer an adventurer goes to the Gale Fields, the more real the myth becomes until adventurers begin to encounter those who have seen the forest—or who know someone lost within it.

Because of its magical nature and relative danger to the curious or unwary, the Crawling Canopy is generally regarded by most Obojimans with a modicum of suspicion and a good dose of fear.

Magic Wood

As the Crawling Canopy moves along its meandering path through the Gale Fields, it invariably leaves behind branches and fallen trees. Although these bits of the Crawling Canopy are dead wood, they still have some of the magic left within them. But there are many superstitions that talk of curses and the wrath of the forest spirit, and because of this, most Obojimans do not touch the wood and leave it well enough alone.

Despite the warnings, some woodcutters throw caution to the wind and try to harvest living trees at the edge of the forest to get wood that is imbued with the forest's magic. But the Crawling Canopy is known for being a place where monsters lurk and tales of woodcutters being snatched away by demons keep away all but the most courageous or desperate of lumberjacks.

Here are some properties the wood harvested from the Crawling Canopy could have:

- ♦ Dead wood harvested from the forest burns longer and hotter than normal wood.
- ♦ Bows fashioned out of living wood are +1 bows.
- ♦ Arrows made from living wood add 30 feet to the bow's range.
- ♦ If you build a house out of living wood taken from the wandering trees, the house is powered by the magic of the wood for several years. These houses magically heat themselves during the winter, and, in rare circumstances, have the ability to move at the owners' command.

The Saved

There is a group of people who live high up within the canopy who call themselves "the Saved"—a commune that claims to be "open to all". The commune is built on a collection of wood and rope scaffolding which surrounds a large, hollow tree trunk filled with all manner of discarded items that members call the Trinket Trunk. When anyone wishes to join the Saved, they must go through a ritual of cleansing that culminates in the candidate walking to the Trinket Trunk and ridding themselves of all their worldly possessions as "these things are not needed here".

The Saved have found ways of living in relative comfort within the forest—although their lives may be deemed by others as primitive, they appear to be a stable and functioning community.

You can play the Saved as a helpful band of NPCs for parties that are lost within the Crawling Canopy. You can also play the Saved as a cult of oddballs who are quirky and comical at best or ominous and dangerous at worst. If you choose to go "ominous", then the Saved may have a strange, magical relationship with the forest. Even going as far as using the party as an offering to the heart of the forest.

NPCs

Zeb, Jeb, and Dingus (male Nakudama). These are a group of "entrepreneurs" who came to the Crawling Canopy to collect the magical wood and are now hopelessly lost (although they don't at first admit it). They heard that "certain buyers" in Sky Kite Valley would pay a king's ransom for a single trunk of a magical moving tree, so they planned on cutting one down and hauling it back to Sky Kite to collect their reward. Now, after wandering for weeks, they just want to get out and return to their simple life as farmers.

Edgarton Hargreaves III (male human) and the Council of Kroo (humans). Should adventurers travel deep enough within the Crawling Canopy, they may happen upon a group of hermits living in ramshackle tree houses. Edgarton Hargreaves III is the erudite leader of a group of crazed hermits known as the Council of Kroo consisting of: Penelope Mibblethorpe—a witch of considerable power; Sheldrake Wobbledrain—a warlock who loves toads and warty things; and Thurston Smorkwaggle—a purveyor of wondrous fungal delights.

As explained by Edgarton, most of what the Council of Kroo does is beyond human comprehension as he claims they hold the cosmos together through various esoteric and magical means. However as a party endures their mad chatter, they may catch a bit of useful knowledge amid their talk of space toads, crystal shards, and journeys deep into the Spirit Realm.

Slashface and the Barkers (howlers). Slashface is a rough and tough howler boss with a scar across her face who is in charge of a howler clan known as the Barkers. Long ago, after her clan had done a full day of aggressive barking—chasing cows and scaring villagers—Slashface camped her gang out in the Gale Fields. But when the Barkers woke up, they found themselves deep inside the Crawling Canopy.

After a year of trying to find their way out, they eventually did, but after some loud and aggressive conversing among themselves, they came to the conclusion that this place was to their liking and worth staying in and so they walked themselves right back inside.

Morgo (spirit). Morgo is a sage who has been lost within the Crawling Canopy for almost 20 years. Morgo has studied the myths and legends of his people and was searching for

evidence to support his theory that long ago, there was a great battle between the Sky King and the demon emperor of the Nakudama that created a large crater within the Gale Fields. Morgo believes that proof of this ancient battle lies somewhere in the forest and that it is just one of the many secrets the wandering forest holds dear.

Bruno (awakened dog). Bruno is the playful and loyal companion of the wizard brewmaster at the Wicked Wizard Tavern. In addition to having an amazing palate for ale, Bruno also has a general understanding of distilling alcohol and basic magical enchantments. This knowledge, of course, came through close observation of his master.



Though no coven claims the woods as an outpost, several coven witches from all across the island study within the forest. Whether for broom and wand crafting or ingredient research, the shambling trees are known to draw the attention of the magically inclined.

Points of Interest

Wicked Wizard Tavern. The Wicked Wizard Tavern is a tall, ramshackle tower that's been jammed between two old-growth trees. The bottom floor is a tavern from which the building gets its name, while the upper floor is a wizard's laboratory, study, quarters, and the Wicked Wizard Brewery.

It would seem that the Wicked Wizard Tavern only reveals itself to those it wishes to. Adding to its mystery is the fact that the barkeep and the servers are all animated, wooden puppets made from the forest's magical trees. Rumors are that the Wicked Wizard needed staff for the tavern so he crafted marionette helpers. Others say that marionettes are the wizard's unruly customers, who were turned into pleasant and helpful wooden puppets.

The tavern has all the amenities that one would find in any well-run establishment. Merry puppet musicians play well into the night, and tireless puppet bartenders keep the ale flowing. The kitchen serves all kinds of culinary delights and keeps the fire stoked with magic wood from the Crawling Canopy.

Although there are stairs leading up, no one is allowed in the rooms above. Should an adventurer wish to go up the stairs, the puppets get nervous and flustered to the point of begging if need be.

On the second floor is a brewery full of barrels and copper pots for brewing Wicked Wizard Small Batch Magic Ale. They also find an awakened dog, **Bruno**, who used to be the companion of the Wicked Wizard but who now is masquerading as him.

Adventure Hooks

The Missing Wizard. After some discussion with Bruno at the Wicked Wizard Tavern, the adventurers find out that the proprietor of the establishment has mysteriously disappeared and now Bruno is doing his best to keep the tavern and the wizard's brewhouse going. Bruno only has a cursory understanding of brewing ale, and it's only a matter of time before their reserves run out and Bruno must brew a batch by himself. Bruno is desperate for help and is just trying to be a very good boy.

Paralyzing Fear. Trapped within the center of three watchwood trees is an unlucky traveler who has been paralyzed by the trees' gaze. Though the traveler can't call out for help, it's clear they've been stuck like this for days. It's unknown how long they can hold up while enduring this torturous treatment.

Runaway Stump. One of the forest trees has been cut down and now its stump has uprooted itself and is on a rampage throughout the forest floor, causing mayhem and drawing attention from those around it.

Lost Within The Crawling Canopy. This is one of the adventures included in this book (see page 360).

THE BRACKWATER WETLANDS

On the eastern reaches of Obojima, lies the mist-shrouded Brackwater Wetlands. Ruined settlements lie sinking in the murky waters, their weathered wooden stilts snapped by the recent tsunami which flooded the area and left behind a salty brine that soaks the gnarled trunks of broken trees.

Since the seismic upheaval and the tsunami's wrath, a sinister new addition known as the Corruption has tainted this landscape. It has spread its tendrils across the wetlands, twisting and warping everything it touches, birthing living manifestations—corrupted muk—among the flora and fauna, and ensnaring unwary travelers in its suffocating embrace.

Even before the tsunami occurred, the howler and monster-ridden swampland was warily traveled by islanders, one of the many reasons the area has little to no towns or villages. Despite all this, those who journeyed through the wetlands could find the occasional respite at places like Haukan's Ramen Shop, a lantern-lit sanctuary for those who dare to brave the haunted depths of the Brackwater Wetlands.

Wandering Encounters

Roll d12	Wandering Encounter
1	Mud Eel Fishing. A group of fishers offers to share tales and freshly caught mud eels (use the animalistic spirit stat block in this book) in exchange for news from beyond the wetlands. Since the tsunami, they are managing to survive on their wits and knowledge of the wetlands.
2	Quicksand! Whether by bad luck, being chased by a monster, or lured by a tricky spirit , the party must deal with this environmental danger.
3	Hakumon's Hospitality. The party stumbles upon Hakumon's Ramen Shop. Hakumon offers a hearty meal and shelter for the night, but warns of the nearby Corruption's advance.
4	Unlikely Train Stop. Partially submerged in the mud is a lonesome platform and train stop. Sitting on the partially broken bench is an old man quietly reading a book and waiting for the Wandering line. (see below)
5	Railroad Passage. The party finds an entrance to the underground subway system that can be found in parts of the Brackwater wetlands. (see Goodie Mart below).
6	Muk Ambush. 1d4 Corrupted Muk ambush the party from under the swamp.
7	Crawlers. The party encounters 1d4 Crawlers .
8	Borgork. The party has stumbled into the territory of Borgork, a haughty and imperious young Dragon Frog who claims to rule this part of the Brackwater Wetlands. They must appease Borgork with tribute and flattery or suffer his wrath.
9	Missing Villager. A woodcutter who was with Grifftang Crump (see "Polewater Village" below) got separated and is huddled in the hollow of a broken tree, clinging to life. They fled a howler attack, got disoriented, and now have no idea how to get back home.
10	Bubbling Below. Suddenly the ground below the party's feet starts to feel like mud as black pools of Corruption seep from the ground like a sponge being squeezed. Anyone caught in it must make a DC 14 Dexterity saving throw. On a failed save the creature gains a level of exhaustion.
11	Lion's Blume. The party encounters one (or several) lion's blume vines. Entangled in one of them is a missing resident from Polewater who is calling for help.
12	Roakraska. The party encounters the gulper eel spirit, Roakraska (see "Polewater Village" below).



CORRUPTED COASTLINE

The once pristine south-eastern coastline of Obojima is now the site of an unsettling encroachment of what Obojimans who have experienced it call “the Corruption”. A black, tar-like substance that can shimmer in iridescent purples, greens, or reddish-orange veins.

The Corruption appeared three months ago after an island-shaking earthquake that was then followed by a tsunami. Soon after the waters receded, a gigantic surge of this Corruption emerged from the sea and bubbled up onto the shores, oozing inland for several miles and leaving a thick swath of muck-covered devastation in its wake.

Although its initial surge was swift, over time, some areas of Corruption appear to have slowed down, and in certain places it appears to have stopped completely.



Tone/Vibe

Eerie, Dark, Unsettling

Reputation

Most Obojimans west of the Gale Fields are unaware of the corrupted coastline and may have only heard wild rumors of it. The farther east of the Gale Fields you go, the more concerned people are with it.

Those who have seen the Corruption or who have been directly impacted by it are most likely trying to survive its impact or they are simply fleeing for their lives and hoping it goes away so they might one day return to their homes.

As to what Obojimans think the Corruption is or its cause, speculations are many and varied.

Evidence of Disaster

Information is limited as to how far the Corruption has spread and how it is affecting wildlife and people, only members of the Courier Brigade and AHA are beginning to comprehend the full extent of the Corruption's invasion. Those who once lived on the eastern coast are now mostly refugees having fled to the middle and westerly parts of the island, but they are among the only Obojimans who have first-hand information about this wretched sludge.

For an adventurer who asks, they will hear grim tales of forests turning into stagnant, barren fens, their creatures and plant life withered and mutated. The strangest thing, they say, when you walk into a forest afflicted with the Corruption is that you no longer hear the animal sounds or see their movement. Now, there is only silence and sorrow among the blackened shrubs and slime-covered trunks.

The Spread of the Corruption

The Corruption's spread has nearly come to a stop on the island. When it first arrived through the tsunami it was hurled across the Brackwater Wetlands, casting a wide net, but since that day the Corruption's spread has been a slow crawl across the floor of the island. The Corruption has, however, in the last month been appearing deeper into the woods, as it is being carried by infected creatures or sentient forms of the Corruption known as Corrupted Muk and Vile Corruption.

Sickness

Creatures that come in contact with the Corruption for more than a few minutes can develop a harrowing illness, otherwise known as being "corrupted"—though it is unclear how the Corruption affects different creatures, most suffer from a wide variety of symptoms. At best, it seems humanoids can develop life-altering side effects, while in the worst-case scenario, corrupted humanoids die within a few days. These, however, are just the effects on humanoids. Bestial creatures have been seen fully skeletonized, stripped of any personality or higher intelligence and leaving them with basic instincts, while spirits seem to undergo a form of madness, which inevitably leads to a demonic transformation.

Mages and scholars are working tirelessly to determine how the Corruption functions, but there are still so many questions to be answered. What is known is listed below:

- ♦ Touching the Corruption doesn't mean that you're infected, but the longer you have direct contact with it, the more chance it has of infecting you.
- ♦ The Corruption doesn't spread through the air. You can breathe in a corrupted zone and not get infected.

- ♦ You can touch a corrupted thing—like a tree, creature, or human—and not get corrupted.
- ♦ If you stay in a corrupted area for a long period of time, and you are careful not to touch the Corruption, you won't get corrupted, but you may suffer weird side effects. Having special armor, potions, or spells can eliminate the risk of incurring a condition or ill-effect.
- ♦ If a humanoid is infected, it isn't always all downside. The Corruption has this strange way of taking things and giving things. In certain circumstances, in addition to more standard symptoms and negative effects, the Corruption can grant powers that seem connected to the negative symptoms the infected is experiencing.

What is it Doing?

Since coming ashore, some parts of the Corruption have ceased to move horizontally and have started seeping down into the ground. Very few people know of this, with just a handful of AHA members who are actively studying the Corruption being aware of this phenomenon. AHA's research suggests the Corruption is sinking deeper and deeper into the heart of the island.

AHA Theories

AHA members theorize the following:

- ♦ The Corruption might be seeping into the groundwater and using it to move throughout Obojima—polluting wells and springs as it goes.
- ♦ The Corruption seems to be in contact with itself and some AHA members theorize that, if stimulated sufficiently, it might be able to respond as one massive organism.
- ♦ Some AHA members fear that it is hunting for the source of Obojima's life force—the spirit of the island.

NPCs

Olundu (demon). Spirits are exceedingly vulnerable to the effects of the Corruption and elder spirits are no exception. Olundu, a giant tree sloth, was once an elder spirit that protected and tended to a wondrous grove of ancient bashu trees known as Ten Wheels Grove—a once beautiful area that has now become ravaged by the tendrils of thick slime. Olundu became afflicted and slowly rotted away until he turned into a demon.

Now, Olundu prowls his ruined grove, a shaggy, oil-covered predator with unnatural swiftness and a desire to harm. He lurks in the blackened canopy, vomiting Corruption on unsuspecting prey below before he pounces on them, tearing his prey asunder with his talons.

Bim of the Beasts (female human). A member of the Fish Head Coven, Bim of the Beasts can be found here collecting and studying the Corruption (see "Domain of the Fish Head Coven", above). Bim is very concerned about the

well-being of all beasts in the wake of this disaster, and she has constructed a makeshift laboratory on the fringes of the corrupted coastline where she tries to rehabilitate afflicted animals while studying the Corruption's effects on them.

Bloop (beast). Bloop is a weird skeletonized fish that follows the party like a stray dog.

Gnasher (howler). Gnasher is a howler chieftain (use the **howler snarler** stat block) who was caught in the initial flood of Corruption. He is now a wraith-like version of his former self who laps up Corruption as if it were a delicacy.

sticky strands of the Corruption that are anchored to the village that sits under 15-feet of water. This was once the village of Ekmu, home to a sacred Nakudama temple that now rests on the seafloor. Corrupted fish folk have gathered here as has a demon by the name of Slaathiti, who takes the form of a giant eel and has claimed the sunken village as her lair.

The Shade Wood. The section of the woods lying close to the coastline has become desaturated and abandoned. Once a living, breathing swamp, it now feels cold and empty, a home to the Corrupted Muk and wayward spirits who are slowly being forced into new demonic forms.

Adventure Hooks

Desperate Measures. Refugees from various small villages have collected in a small campsite in the middle of the Shade Wood. Nearly perishing in the disaster, the group has only survived due to the efforts of a ranger and a local druid, who stumbled on the group over a month ago. The druid and ranger have single-handedly saved the refugees from the encroaching Corruption and the dark creatures that now dwell in the woods. They are both exhausted, having been working around the clock to both defend the campsite and provide nourishment and basic medical treatment for the group. The ranger is suffering from advanced stages of illness due to contact with the Corruption but is using the last vestiges of her strength to keep the camp safe.

As if their situation wasn't bad enough, at night a band of skeletonized **howlers** opportunistically pick off the weak and exhausted. Both the druid and ranger believe it's only a matter of time before the dangers of the woods overrun their camp, so they've been preparing to make the pilgrimage to safety.

It Takes a Village. During the events of the earthquake, tsunami, and the thick flood of Corruption that surged inland, an entire village with all its people collapsed, and the pile of wreckage became an enormous **rumble golem**. This golem now sits amid the broken lodgepoles and ruined roads where the village once stood, confused and mourning. Though it could be dispatched by combat, cleansing the village of Corruption could also put the golem to rest.

AHA is working hard all along the corrupted coastline to try and answer all the burning questions. Where did it come from? What is it made of? How can it be stopped? In their efforts to get answers, many **AHA** members have succumbed to the Corruption, so their motivation to find a cure is very high. That said, their numbers are limited, and with more and more researchers getting ill, the organization is questioning if this type of research is sustainable.

After the earthquake and the subsequent tsunami, the established paths through this already treacherous area have been almost entirely washed away. Because of this, the **Courier Brigade** is now struggling to cross through the **Brackwater Wetlands** and, in the last few months, has lost several dozen members in the corrupted swamps.

Brim of Beasts, one of the fish head coven's most influential witches, is swampland testing and sampling the Corruption. Although she originally came to see if the Corruption had any magical properties or uses in potion brewing, she stayed to assist the creatures affected by the encroaching Corruption.

Points of Interest

Gobo Village. On the eastern coastline, there is a village that is now a ruin, devastated by the tsunami and earthquake. Black pools of Corruption snake along every abandoned street and infest the crumbled walls of every empty home. Despite the danger, a single, mad druid still lives here. For some reason, unknown to the druid, he is not affected by the Corruption's magics. Instead, he is plagued by horrific memories that haunt him. At night, the druid claims demons overrun the town, but even he can't be sure it's not all in his mind.

Sunken Village Graveyard. Just offshore, in the blackened, corrupted water, boats bob on the surface, held there by

**BIM OF THE
BEASTS**





POLEWATER VILLAGE

Until the tsunami crashed against the eastern side of Obojima months ago, Polewater was a thriving fishing village built on stilts in a sheltered lagoon on the east side of the island. It was home to more than a hundred residents and a small fleet of high-prowed fishing boats. Most Obojimans know little of the village except for these distinct vessels, which appeared regularly at seaside settlements across Obojima, where the village's fisherfolk—recognized by their vibrant caps and scarves—sold the day's catch.

But the boats from Polewater haven't been seen since the tsunami. News has been difficult to come by, and rumors have since swelled. Some claim the whole village was swallowed up by the sea, while others believe Polewater has fallen under the spell of a charismatic but isolationist leader who prefers to keep the village's bounty out of the hands of outsiders.

What is known is that communication between Polewater and the rest of the island has ceased. The Courier Brigade's roads through the Brackwater Wetlands were washed away with the tsunami, and cross-country travel has proven too dangerous. The sea routes, too, have become impassable due to increased belligerence from fish folk on either side of the island.



Tone/Vibe

Mournful, Lost, Needing Hope, Disheartened

Above the Danger

The Brackwater Wetlands is a notoriously dangerous region, with its treacherous terrain and monsters the likes of which folk living on the rest of the island would scarcely believe to be real. And yet, Polewater has existed for many generations as an enclave of safety between the wetlands and the sea. They mitigate the danger by building their dwellings on stilts in the middle of New Moon Lagoon. The whole village is a tangle of interconnected gangways and catwalks that run between each structure.

Not only is Polewater still reeling from the tsunami, but it is also the closest settlement to the Corruption. Fisherfolk reel in skeletonized fish and many villagers exhibit the telltale signs of the Corruption's ill effects. Polewater is a village in crisis, and its location in the Brackwater Wetlands makes it particularly vulnerable to the dangers that surround it. The village's young leader is doing his best to keep his people safe, while, unknown to him, his young sister has embraced the Corruption, much to the peril of all the folk in Polewater.

Tsunami Aftermath

In its heyday, Polewater was a village that lived off the sea. Dozens of timber structures crowded together on the stilt-supported platforms that the village is named for. It boasted a lively marina and the smell of fish and salt mingled with the meandering tunes strummed out on guitars here and answered from fishing boats returning with the morning catch.

But that's all gone now. The inhabitants of Polewater were not new to tsunamis and their village's design had been successful during many previous tsunamis. However, this tsunami was stronger than any on record and the earthquake and power of the ensuing waters washed the marina away and leveled most of the village. Splintered pilings were all that remained of Polewater's wooden supports. The onrushing seawater shattered the village's fishing boats against the splintered stilts or swept them far inland to settle in the muck of the wetlands.

At least thirty villagers died in the destruction wrought by the tsunami. The numbers might even be higher because several fisherfolk were at sea when the tsunami struck, and no one knows if they were caught up in it or if they managed to survive. Most villagers were left without homes, and the few structures that remained were transformed into makeshift clinics in the tsunami's immediate aftermath. Some folks left Polewater as refugees, but most stayed, hoping to start over.

Most villagers live in tents near the shore of the lagoon that had been home to the village. The tents are clustered around a small central fire pit where folks gather for meals. Stacks of freshly milled lumber lay in piles strewn about the settlement while rows and rows of tree stumps litter the shoreline.

The few structures that survived the tsunami and still stand in the lagoon can be reached by skiff. New construction on the stilt supports is underway, but it's been slow going.

A Reluctant Leader

After the tsunami, many who were out fishing on that day did not return. Among the missing were the village leader Clarence Ebbs and his wife, Grace. When they did not return, their sixteen-year-old son, Ernest Ebbs, suddenly found himself thrust into the position of village leader at the most difficult time in the village's history.

Although Ernest is young and inexperienced, Polewater tradition is clear—he must bear the responsibility that his elders have trained him for. The village is looking to Ernest for guidance in recovering from this disaster and helping Polewater rebuild. Amid all of this, Ernest must also take care of his young sister, Madelaine, who has been acting disturbingly odd as of late (see “Madelaine” below).

Rebuilding Polewater

The efforts to rebuild the village are hampered, as the debris from the tsunami is still being cleared and, due to the destruction, villagers must roam deeper into the wetlands to find timbers, as the trees near the shoreline are either too small or not proper for building. Because of this, they are encountering demons and howler bands which makes the rebuilding process all the more perilous. Feeding everyone is also a challenge as fisherfolk have to sail farther and farther afield as fish in the area are now skeletonized due to the Corruption or cause a strange sickness to those that eat them. This wider roaming has caused them to encounter marauding bands of viperfish folk flying the tattered banner of Venomous Rex.

Madelaine

Ernest's 8-year-old sister, Madelaine, has had an entirely different reaction to the tsunami and ensuing Corruption that has destroyed her village and her family.

In the aftermath of the tsunami, it was believed that Madelaine had also been taken by the waves, but the day after the destruction, she walked out of the ocean holding a spirit companion, an anglerfish she calls Silt (see “Silt” in NPCs below).

Since that day, Madelaine rarely speaks and when she does, she talks about the Corruption as an almost kindly creature, saying it is only trying to make things live again. She often points to the skeletal fish and says that the dead fish are swimming again and that it can be the same for everyone and no one has to die.

At first, the villagers attributed Madelaine's odd and unsettling behavior to the shock of the village's destruction and the trauma of losing her parents, but Madelaine has now manifested strange powers and the villagers are starting to tell a different story. Madelaine's fascination with the Corruption (and her immunity to it) is causing serious upset as Madelaine wants to “give it to everyone” and has walked around, innocently holding out handfuls of the toxic muck that she has scooped up off of the seafloor to horrified villagers. Some believe her to be the key to a cure but many are beginning to think that the real Madelaine died in the tsunami and this imposter is a demon or changeling in disguise.

Because he loves his sister, Ernest puts out these fires of discord as best he can, but his sister's actions continually create new problems for him and he's becoming exasperated.

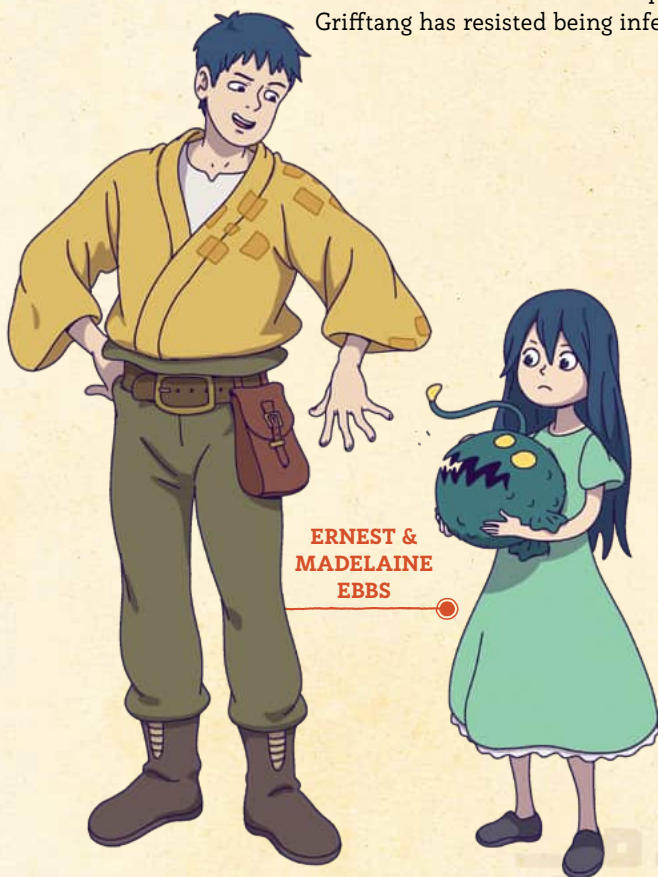
NPCs

Ernest Ebbs (male human). Ernest has been thrust into a position of leadership and now must care for the well-being of his village and deal with the disturbing behavior of his younger sister, Madelaine. Ernest isn't sure that he's cut out for either job and teeters on the edge of uncertainty and doubt as to whether he can bring Polewater and his sister back to normal. Being under this stress makes Ernest impatient, irritable, and resentful as he tries to navigate a seemingly endless host of problems.

Madelaine (female human). Madelaine has undergone a strange transformation where she can now commune with the Corruption alongside other abnormal abilities. In her child mind, she believes that the Corruption "makes everything alive again" and she can't understand why everyone is so mad at it.

Silt (spirit). Silt is a spirit companion that saved Madelaine when she was sucked out into the ocean by the tsunami. Despite Silt's anglerfish-like appearance, he is very kind and protective of Madelaine and is always seeking to do the right thing for his companion. When Madelaine is underwater communing with the Corruption, Silt has an ability that grants only his companion *water breathing*.

Grifftang Crump (male human). Grifftang Crump is a hard-as-nails woodcutter who is overseeing the resource-gathering effort for rebuilding the city. He's a burly fellow known for his constitution and skill with his ancestral axe named Mojo, so he has volunteered to go deeper into the Brackwater Wetlands where the Corruption is thickest to chop down trees and slay anything that threatens the village. Despite all his encounters with the Corruption, Grifftang has resisted being infected.



ERNEST &
MADELAINE
EBBS

Ermina Flopfoot (female Nakudama). Ermina is a Crowsworn witch who is watching Madelaine closely. She believes that the girl could either hold the cure for the Corruption or, a more likely case, that she will soon become a demon. Ermina has studied many ancient Nakudama texts that speak of Oghmai, the Demon Emperor, and she believes that Madelaine is suffering from the same sickness that twisted Oghmai and turned him into a demon.

Roakraska. Roakraska is a skeletonized gulper eel that was hurled by the tsunami deep into the Brackwater Wetlands. She now slithers through the dark canopy of the corrupted trees ready to ambush and inhale her victims in one terrifying gulp.



Also known as the swamp witches, the Crowsworn Coven had traditionally kept its base of operations in Polewater, but its headquarters was obliterated during the tsunami. Now, only Ermina Flopfoot remains and she is dubious as to whether the coven will rebuild here or not.

Points of Interest

Makeshift Lab. Ernest has created a small hut where he studies anything and everything related to the Corruption. He is trying to find a cure as well as understand what has befallen his sister.

Beached Ship. About a mile north of Polewater along the debris-strewn beach is a 100-foot ship—the *Sally Sue*—that has been washed ashore and lies buried in sand and shattered tree limbs. Villagers have been too afraid to enter the ship, as there are signs of Corruption on it and it could already be claimed by Venomous Rex, but many are beginning to become desperate as the ship's timbers could be of great use in rebuilding the village.

Adventure Hooks

Help Bring Supplies. A band of Rangers from the Greenward Path are attempting to bring relief to Polewater but finding a road or path not destroyed by the tsunami is proving a slow and dangerous task. Any help to get supplies into Polewater is greatly appreciated as is apprehending or chasing off any opportunistic marauders lurking in the wetlands.

Help Rebuild Polewater. This is an epic task that can contain many different types of quests and missions:

- ♦ Take a villager to Tidewater to learn the spell **Sand Structure** so they can rebuild the breakwater and marina of Polewater.
- ♦ Help Grifftang cut down trees or defend him and some villagers as they do so.
- ♦ Deal with the gulper eel, Roakraska. This could involve conflict with Madelaine who has bonded with the giant eel.



GOODIE MART

Within the Brackwater Wetlands is the Moloda Woods—a primordial forest often shrouded in mist. Should travelers wander deep enough, they might come across the dimly flickering lights of the Goodie Mart at the edge of the dank, still waters of Murglove Fen.

The Goodie Mart is an ancient relic of the First Age, a place where thirsty and hungry travelers might have once stopped for respite. Now the Goodie Mart stands eerily empty, a bleached skeleton from another time with a single vending machine as its silent companion and, like most relics of the First Age, still standing despite times cruel effects.

The Goodie Mart is still magically lit, and its neon signs sputter into life every now and then. Moth spirits also illuminate the shop, their faintly glowing wings fluttering in the gloom. Of those rare few who have seen the Goodie Mart, almost all believe it to be a cursed place, and no one has dared set foot within it. Over time, it has become a place of myth and legend, with all manner of stories surrounding it—tales that range from the mildly bizarre to the highly unsettling.



Tone/Vibe

Weird, Unsettling, Eerie, Dangerous

Reputation

Only those who have traveled or lived within the Brackwater Wetlands have heard of this strange and unusual place. Most believe it to be cursed by the spirits, and those who have actually seen it say that it had an unearthly feel that gave them a chill down their spine.

Outside of the Bracken Wetlands, the legend of the Goodie Mart is almost unheard of.

Exploring the Goodie Mart

Relics and buildings from the First Age are often thought by Obojimans to be magic by nature as they often exhibit strange properties, the most obvious of these is their functioning state and lack of decay and rot that affect other mundane structures. The Goodie Mart is no exception in this magic ability to resist the weathering of the elements. But some believe that the Goodie Mart has gone one step further and that the magic of the First Age has made it into a locus that attracts bizarre spirits and uncanny creatures.

Goodie Mart Interior. Should an adventurer be bold enough to open one of the doors to the Goodie Mart, they will immediately notice that the interior is strangely clean and has a subtle, luminescent glow. A quick visual search of the place yields nothing except the usual items within a convenience store. Still, if adventurers begin to poke and prod about, they will find a unique passage hidden within the relic. Behind the foggy glass of the refrigerator door are steps that descend in a series of switchbacks down a tile-covered tunnel to a ruined subway station far below.

The Ruined Subway

The ruined subway system is a bizarre wonderland ruled by an elder spirit called Gomura, a massive worm-like monster with a humanoid face. The subway exists in darkness, but when Gomura is near, the ancient fluorescent lights blink and flicker back into life, bathing the subway with a pale, artificial glare. The subway has miles of tunnels and tracks, used by Gomura who slithers along the rails, moaning and muttering to itself. Many of the subway tunnels are still usable, but some have tree roots hanging down from the ceiling, and others have totally collapsed. Gomura has also made tunnels of its own as it claws through the rock in an incessant search for its missing heart (see “Gomura’s Heart” below).

It may be because of Gomura and its magical influence that the subway, unlike the Goodie Mart, exists in a ruined state.

The Wandering Line. The Wandering Line makes the occasional stop here and when it does, it magically transforms the world around it to reveal what the subway station looked like back in the First Age. Before it even arrives, the restorative magic returns the subway to its former glory—any dust is banished, missing tiles are restored, subway signs light up, colors brighten, and even sounds over the now-defunct intercom begin to chime. But as the train leaves, things return to their dilapidated state. For more information on the Wandering Line, see page 113.

Howlers and Yokario. There are several monsters that live down here, notably howlers and yokario, both of which fear Gomura. Both these monster groups squabble and bicker among one another as to which gang gets to rule Gomura’s

freshly dug tunnels, and while the yokario are smaller in stature than the howlers, they are more numerous and are led by a much craftier and cunning leader.

Each band has its own sections of the subway system that they have claimed for themselves, and both the howlers and yokario have manufactured their own makeshift pump cars and rail trolleys so they can move with some speed down the tracks—an essential tool for escaping Gomura.

Underground Treasure. Every now and then in its digging, Gomura exposes a vein of precious crystals or ore which gives the howlers and yokario more reasons to squabble. But they have to be careful as Gomura has more than once devoured a careless or greedy band of miners as it is drawn to vibration and noise.

NPCs

Gomura (spirit). Gomura is a disturbed and monstrous elder spirit that has claimed the ruined subway for its domain while it looks for its missing heart. Gomura was once intelligent but since losing its heart ages ago, it has become quite mad and is now a dangerous and unstable monster. Because of its missing heart, Gomura devours anything it finds in an attempt to fill the hole that aches within itself. Most of the time, Gomura sits in one of its tunnels and bemoans its missing heart, feeling the ache of its absence and wondering how it can fill its terrible void.

One way Gomura fills its void is by devouring praise and attention. Once an adventurer engages with Gomura, they are trapped, for should they stop talking to it or try to leave the conversation, Gomura will devour them.



Ning Ning (Yokario). Ning Ning is a cunning **yokario** who is trying to figure out a way to get rid of Gomura so that she can claim the gold and crystal veins that the worm-monster has uncovered in its tunneling. She knows of Gomura's missing heart after hearing the worm endlessly wailing about it and believes that if she can find it and destroy it, Gomura will cease to exist. If Ning Ning meets any adventurers, she will try and sway them to her cause.

Chumpah (howler). Chumpah is a **howler** boss who worships Gomura as a god. Chumpah believes that Gomura has chosen him for a great mission—to find its heart. When he finds this heart, Chumpah believes that Gomura will use magic to make Chumpah the most powerful howler ever. But Chumpah knows that Gomura eats howlers, a sobering fact that has Chumpah puzzled. But Chumpah is not a quitter and he has figured out that finding his god's heart will please Gomura. Chumpah looks forward to the day when he is given magic strength by Gomura so he can punch yokario harder and eat more food.

Points of Interest

If adventurers wish to brave the howler bands, yokario gangs, or Gomura, they can travel along the subway tunnels to other ruined stations. Each one of these stations has something of interest and perhaps clues to other quests or adventures.

Here are a few possibilities of some other stations along the subway line:

- ♦ This station has an old Nakudama mural which tells the tale of how a Nakudama army imprisoned a great demon deep below the mountain.
- ♦ This station has a small kiosk where a stoic spirit lives, a master sushi chef who serves world-class spirit sushi. This chef could possibly provide one of the rare ingredients like **Crimson Octopus Ink**, a **Giant Koi Fish Scale**, or **Lionfish Poison**.
- ♦ This station has a magic ticket machine that dispenses strange information on its tickets. It could also dispense tickets for a ride on the Wandering Line (see "Wandering Line" below).

Adventure Hooks

Gomura's Heart. While traveling through the subway, adventurers are bound to hear about Gomura's heart, either from one of the factions that live in the subway or from Gomura itself.

Though the constant digging by the inhabitants of the subway would make it seem like the heart was buried deep within the many interwoven tunnels, the truth is the heart hasn't been seen in centuries.

Some bards claim to have seen the heart many years ago as a featured attraction of a traveling show, while others believe it was swallowed by a stone whale who rests deep below the earth—there are even claims that it was traded to the coal master on the Wandering Line. Whether these rumors have some truth to them or not, Gomura seems to believe their heart is somewhere inside the subway.



HAKUMON'S RAMEN SHOP

On the eastern side of Obojima, in the foothills of the Coastal Highlands, there's a long, desolate stretch of dirt road, known as Pelican Way, that never seems to get overgrown. At one end of it, there's a ramen shop called Hakumon's, that only opens when the sun begins to set.

The shop itself is a relic of the First Age, a simple and solidly built wood structure specially made for serving ramen. There's plenty of seats along the polished, wood bar that sits right next to the cooking area where Hakumon, a large ogre-like spirit of few words, works to create and serve his noodle and broth masterpieces. While Hakumon cooks and serves his clientele, a cadre of small spirit creatures constantly move to and from the back of the shop, bringing fresh ingredients, taking away used dishes, filling glasses, and making sure the shop is tidy, allowing Hakumon to focus entirely on his art.



Tone/Vibe

Safe, Inviting,
Mysterious

Reputation

For anyone who has a serious love of ramen, Hakumon's Ramen Shop is a place spoken of in tones of great reverence. Few have ever been there however, as the pilgrimage to Hakumon's shop in the Brackwater Wetlands can be perilous. But for those who have experienced Hakumon's, their stories carry the legend throughout Obojima.

Hakumon's Ramen Broth

Hakumon sells his famous broth in 10 gallon barrels to witches for brewing potions. Although Hakumon never makes anything that is not of the highest quality, the ramen that you get by coming to his shop is—according to most Obojiman restaurateurs—head and shoulders above his commercial broth that he sells.

NPCs

Hakumon, Ramen Chef. Hakumon is imposing but on the inside he is an artist of the highest caliber seeking only to perfect ramen and please his customers. Hakumon may be gruff but he knows how to make guests feel welcome, and he personally greets everyone who enters his ramen shop, and personally ejects anyone who causes trouble. If you are a paying client, you are treated as an honored guest and he never serves a bowl of ramen that isn't his best.

Hakumon is an oni sorcerer who has pushed his magic to the point of no return and has transformed himself into an oni. His reasons for doing this are complex, as Hakumon is never seen to practice magic of any kind, as his philosophy for making ramen is to use only natural materials.

Hakumon is the elder brother of Chisuay, the proprietor of Chisuay's Teahouse in the Land of Hot Water.

Scrublings. Scrublings are a group of small helper spirits that make sure Hakumon's Ramen Shop is kept clean and sparkling. They mostly look like little scrubbing pads with legs that run about and gobble up any scrap of food, gather the dishes and jump with them into the sudsy water for a good scrubbing. Larger scrublings use their shaggy bodies to sweep in and around the shop like spinning tops. While scrublings can understand basic commands, they speak in squeaks, trills, with the occasional sigh or groan.

Mr. Noka Noka. A doppelganger and notorious ramen thief, Mr. Noka Noka is always on the lookout for secrets to Hakumon's famous ramen broth. He is getting close to figuring out the many secrets needed to reproduce the broth, and only a few closely guarded secrets remain. But Mr. Noka Noka has begun to waver in his resolve to steal Hakumon's recipe.

Although Mr. Noka Noka is crafty, Hakumon can see through him and has served him despite his nefarious intentions. Hakumon has a soft spot for changelings and oddballs, and over time has been winning Mr. Noka Noka over to the point that Mr. Noka Noka has become one of his most loyal customers and can speak to the nuance and mastery of Hakumon's broth more than most ramen experts.

Points of Interest

The Mystery of Pelican Way. Despite being out in the Bracken Wetlands, Pelican Way and its surroundings never get overgrown by weeds, shrubs, or trees that grow and flourish here. Because of this, most Obojimans are fearful that Pelican Way is somehow cursed, especially after the Corruption overtook the eastern shores of Obojima. But shortly after the Corruption, Hakumon shockingly moved his ramen shop, and with the greatest ramen on Obojima now on Pelican Way, people began to slowly and reluctantly adjust their views.

The Ancient Spring. Behind Hakumon's ramen shop, in a copse of trees at the base of a hill is a bubbling spring where Hakumon's scrublings go to get water for the ramen broth. The scrublings only do this in the dead of night and in secret, taking great pains not to be seen as the spring water is one of the secrets to Hakumon's legendary ramen broth. The scrublings dive into the spring and then wring themselves out in the roller back at the shop.



SCRUBLING

Adventure Hooks

The Ultimate Ramen. If adventurers frequent Hakumon's often enough, they will eventually hear tales about the ultimate ingredient—the rare mushroom known as a **Hand of Eryo**. It's rare that Hakumon will talk more than a few words, but describing the woody and earthy aroma of a Hand of Eryo mushroom and how it completes a bowl of ramen is something that brings forth the poet within him. When he mentions this mushroom, his spirit staff will pause in their duties and listen with rapt attention as Hakumon describes the delights of the Hand of Eryo.

Should an adventurer bring Hakumon a cluster of Hand of Eryo mushrooms, he will be deeply honored, and there will occur on Obojima a moment of legend where the greatest bowls of ramen, perhaps across all universes, will be created. The first time anyone consumes one of these bowls permanently increases their CON by 1.

Brotherly Love. Although not many know of the connection, Hakumon is the brother of Chisuay, the proprietor of Chisuay's Teahouse in the Land of Hot Water. Long ago, the brothers had a falling out and have never spoken to one another since.

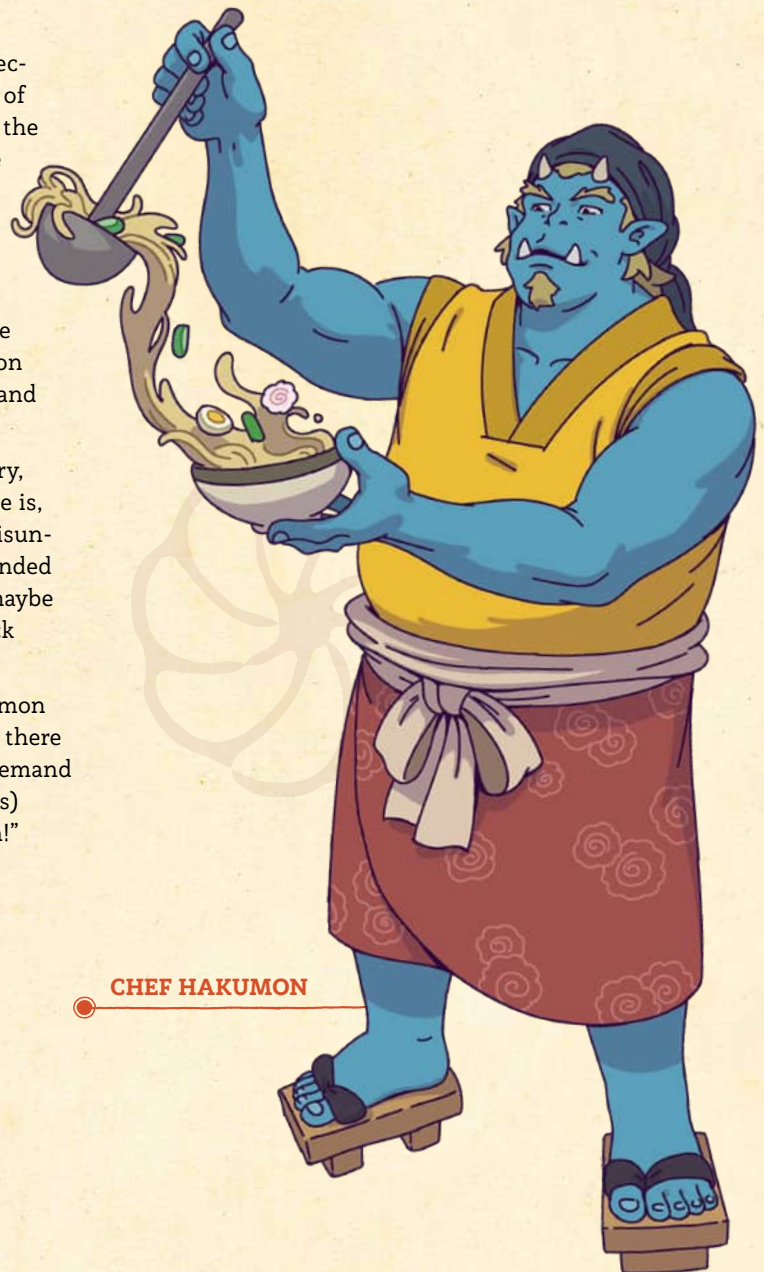
Unlike his flamboyant brother, Chisuay, Hakumon prefers his oni form and does nothing to hide it from even the most timid of customers—and here in the Bracken Wetlands, travelers are less likely to recoil at the sight of an oni, perhaps one of the reasons why Hakumon chose this place to establish his ramen shop as the wetland folk are a more accepting people on the whole.

Why the brothers have had this falling out is a mystery, but what is known is that Hakumon doesn't hide who he is, but his brother does. For whatever reason, whether a misunderstanding, a disagreement, or a case of stubborn, wounded pride, the brothers have gone their separate ways, but maybe there is a way to mend the fences and bring the two back together again.

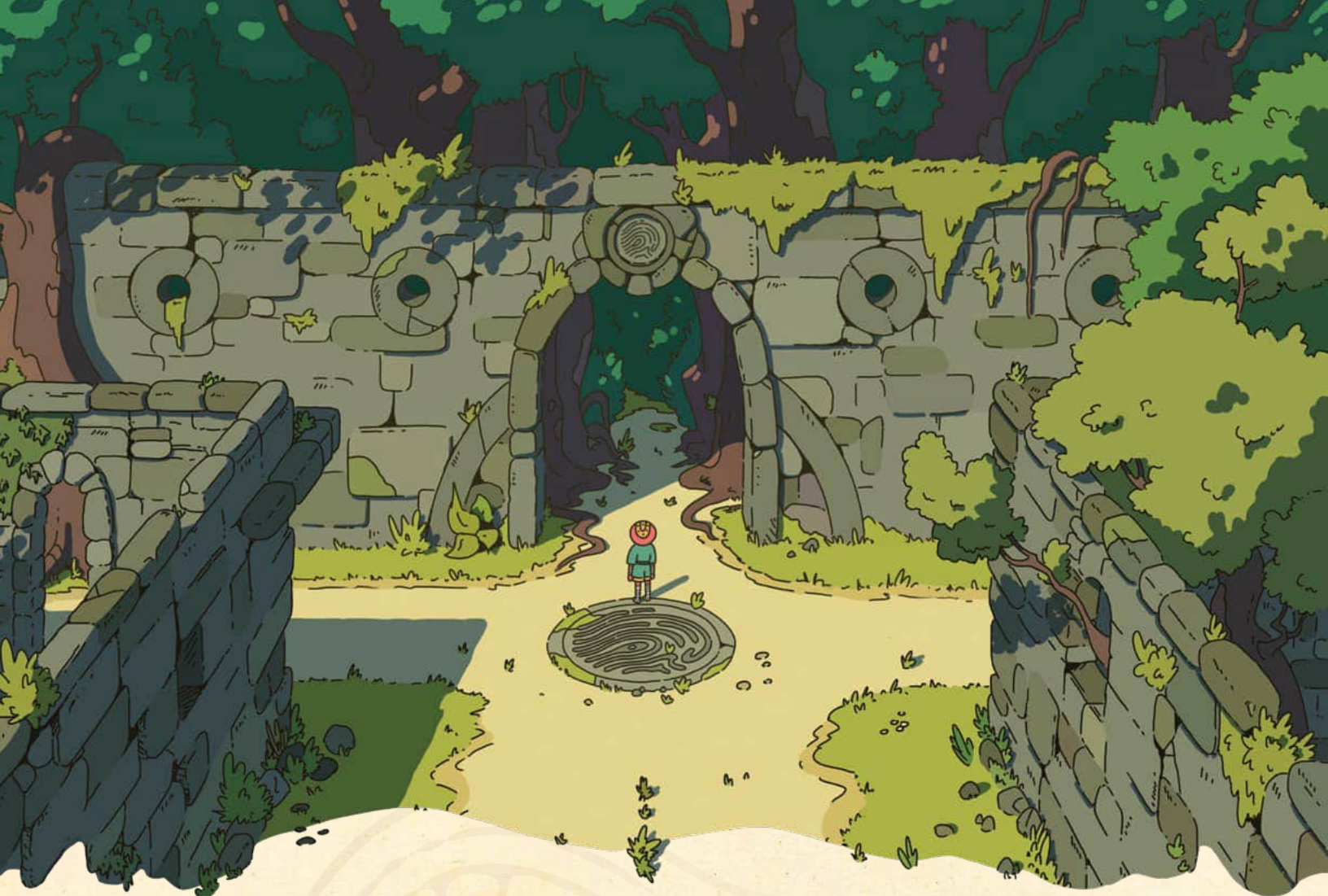
Shoyu Show-Down. Goons from a ramen shop in Yatamon rudely enter Hakumon's and demand a showdown right there and then. Customers move to clear out, but the goons demand that everyone (especially one or more of the adventurers) stays to, "Settle once and for all who has the best ramen!"

Rumors

No one dares ask Hakumon about his brother out of respect, or fear of what the oni might do to one so rude, nor does the subject of his once being a human sorcerer enter the conversation. Because of this, Hakumon is a quiet enigma, a creature purely dedicated to pursuing excellence, all but dead to his past. For those rare few who know the secret of his brother and their falling out, there is no hint of anger or resentment that can be felt within the hulking chef, only, perhaps, a mere hint every now and then of a deep and soulful sorrow.



CHEF HAKUMON



ROA KALA

DARA VILLAGE

According to scholars, three hundred years ago, the First Dara emerged from the forest and wandered the world as a nomad, before his death he founded Roa Kala. Although Roa Kala is a village where newborn dara live for the first year or so, most dara consider the grove of trees that birth them into the world the “true” Roa Kala. In either case, Roa Kala is the birthplace for all dara who now follow in the footsteps of the first.

At present, Roa Kala is a village of a hundred or so simple, open-air buildings all built around the central hall. This hall, known to dara as the Hom-Da, the house of the First Dara, is a solid stone structure where all the dara of Roa Kala congregate to feast, commune, and share stories together. All the other houses of the dara radiate from the central hall in the pattern of a giant thumbprint. Each dara house is a simple affair, often housing a single dara, but there are some who choose to become siblings or parents of each other, and when that happens, they build a house big enough for all involved.



Tone/Vibe

Tranquil, Calming,
Spiritual

Reputation

Roa Kala is known by most Obojimans who are not dara, as it's safe to say that almost any dara traveler that you might encounter on the road or passing through town is originally from Roa Kala. Most Obojimans have never been to Roa Kala but, if asked, they are most likely to believe it is a magical and mysterious place that is to be respected.

A Dara is Born

When a dara emerges from a tree, it seeks out an “imparting” glyph that appears on the tree from which it was born. This glyph gives the dara its initial life information it needs to function in the world. Every imparting glyph gives a dara the understanding of language and writing, but beyond that, each imparting glyph is unique and is what makes every dara their own person.

When a dara touches their imparting glyph, the download of information is so intense that they sit in a kind of reverie for up to a week. During this time, they are watched and cared for by the Kohdoi, a group of dara monks who dedicate some or all of their lives to this sacred duty.

The Glyphless

Although it is rare, some dara do not connect with their imparting glyph. These dara, also known as the glyphless, are forced to carve a new path in life, one that is drastically different from most of their kin. Although they still possess all the unique attributes of a dara, it’s not uncommon for them to be fully unaware of how to tap into these powers. Most glyphless never find their way to Roa Kala, but those that do are offered an opportunity to reconnect with their people and uncover their hidden strengths—a process that can take years to accomplish.

Naming Ceremony

After a dara absorbs their imparting glyph, the Kohdoi take them to the central hall where they are given their name. Most dara that start their journey in Roa Kala honor the First Dara by taking their personal name, followed by “Dara”. Although dara can have various names, there are some that are traditional within Roa Kala.

D8	Dara Personal Name
1	Mukko
2	Hali
3	Solu
4	Joppi
5	Lolo
6	Chakka
7	Bohtto
8	Lala

Dawn Blossom Dara

There are only a few dawn blossom trees that grow in the grove that surrounds Roa Kala, so when a Dara is born from one, it is considered special or lucky by the villagers— a thought further realized by the fact that Dara who are born from dawn blossom trees will often have unique coloration.

Life in Roa Kala

After a dara is named, they serve in Roa Kala for a year or more, tending to the central hall and spending some time as one of the Kohdoi. In that initial year, they take a home in one of the empty homes and begin to learn about life and the world around them from other dara and from the occasional visitor to Roa Kala.

Although dara are born fully grown and without a family, they often choose family members by the proximity of the other trees next to them. A close relative might be “three trees away” while a close sibling or parent might have come from the next tree over.

But dara can make anything or anyone into their parent or sibling. They generally attach to someone by choice and then ask to be their child or sibling. If a dara feels a connection, they may ask a loving cat if it would be their mom, or they may ask a friend if they would be their brother or sister.

Death of a Dara

If a dara becomes aware of their time drawing to a close, they return to Roa Kala so they can impart their important knowledge and experiences into a tree with the last expenditure of their life force. Like all dara glyphs, these “departing glyphs” are only visible to a dara.

There are situations where a dara may not be able to get back to Roa Kala in time. In these cases, a dara will find a tree and impart their glyph into it. In the case of a sudden death, the dara’s knowledge and experience is lost forever. Such a death is deeply mourned if news of the tragedy returns to Roa Kala.

In the event of a dara player character leaving behind their life’s knowledge in a departing glyph before they die, but then being resurrected, you can play this a number of ways. One way is that when the resurrection spell is cast, their departing glyph vanishes from the tree and they return to life with all their memories. Another way is that when they resurrect, they must find another imparting glyph so that they may be “born” anew. If your player finds this interesting, they can invent a whole new persona for their resurrected dara adventurer.

NPCs

Audok (male dara). Audok is an elder of the Kohdoi and a caretaker of Roa Kala. A non-dara would say that Audok is the head of Roa Kala, but he would not claim such a title. He's an incredibly humble and kind individual who wishes to serve his people and his culture as best he can. At the ripe old age of 90, he claims he has another thirty years in him before he plans to step down from his role.

Myara (female dara). Myara is an artisan known to craft exquisite and sturdy walking sticks—some of which become magical over time. She's become quite popular over the past few decades, as new dara wish nothing more than to have a Myara walking stick for their journey. Though she enjoys the attention, she won't make a stick for just anyone—to get an expertly crafted Myara walking stick, you must earn her friendship first.

Joshi (male dara). Joshi is a dara who never connected with an imparting glyph. Rather than leaving Roa Kala to learn more about the world, he instead chose to stay and enjoy the comforts the community offers him. Most of the time he can be found sitting in the woods around Roa Kala, occasionally painting symbols or making remarks about the nature of reality. Now and then, Joshi has a vision—sometimes of things that have happened or things that might happen. Though Joshi's gift is incredible, he struggles to find the motivation to use it. He'd much prefer to enjoy the beautiful scenery around him than answer questions all day.

Poli (female dara). Poli is a ranger who serves as grove keeper for Roa Kala, recording any new glyphs she may find within the forest and protecting glyph trees from howlers, who have been known to chop them down for firewood. Though she technically has a home within the village, she spends most of her time outside of it. The grove of trees that are considered to be a part of Roa Kala stretch for miles and so she is constantly on the move, keeping a close eye on every corner of the forest. Poli is overall well liked amongst the dara who live in the village, but to outsiders, she's been known to be less than friendly, as she's spent a lifetime running woodcutters and bandits out of the forest.

Points of Interest

Hom-Da. Hom-Da is the central building where all dara and visitors to Roa Kala are encouraged to stay and have communion. It's meant to bring dara together and have them interact and learn about those who have come before them. The interior of Hom-Da is a museum and a temple, as well as a feast hall and guesthouse. The grounds that surround Hom-Da are filled with beloved ancient trees, each with its own story and name—beyond that is a stone wall that surrounds this central area and marks the space as sacred.



AUDOK

Glyph Pillars. Found all around the village are hexagonal stone pillars left by past dara of great importance. These pillars hold glyphs that have been permanently pressed into the stone plinth and contain a proverb written by the dara who made it. These wise words have helped shape the culture of the dara over the past three centuries.

Adventure Hooks

The Unfinished Quest. A dara, with its dying breath, imparted a glyph into a tree that was everything they knew about an unfinished quest they were undertaking. This departing glyph could be in Roa Kala or it could be out in the wilderness of Obojima.

If a dara adventurer chooses to accept the glyph, they experience a mental whiplash, as they learn all the knowledge about the dara's unfinished quest.

The Defiler. While the adventurers are in Roa Kala, they are approached by one of the Kohdoi and are told a tale of glyphs being carved from trees, rendering the glyphs useless and in essence, destroying a dara life. Non-dara are unable to see glyphs, which means that either there is a dara heretic destroying glyphs or someone or thing has taken a dara captive and is forcing them to point out glyphs. The Kohdoi ask that this atrocity be stopped quickly.



GLYPH PILLAR

THE COASTAL HIGHLANDS

In the south of Obojima, the Coastal Highlands rise majestically from the lush expanse of the Gale Fields and the mist-shrouded marshes of the Brackwater Wetlands. The highlands are a rugged plateau of hardy, windblown trees, rolling grasslands and jagged stones that conclude in a breathtaking precipice where the land abruptly meets the sea with a wall of sheer cliffs. Carved by centuries of wind and waves, these cliffs house extensive networks of caves, their mouths opening directly over the ocean, inviting daring explorers to plumb their depths.

Venturing to the Coastal Highlands, travelers might find themselves drawn to the serene beauty of the Whispering Forest, or journey down the Din River to Opal Falls, Obojima's tallest and most awe-inspiring waterfall whose waters the villagers have ingeniously harnessed to power everything from a grain mill to elevators and woodworking tools.

There are remnants of the First Age here, one such place is the Broken Bird Airfield. This First Age relic, with its derelict runway and skeletal aircraft, is home to a peculiar hermit and a host of harrowing harpies—a dangerous yet tantalizing destination for those fascinated by artifacts of the First Age or the mysteries of flight.

Wandering Encounters

Roll d12	Wandering Encounter
1	Singing Harpies. The party hears some beautiful singing, a chorus of voices so alluring that they are compelled to listen closer. These voices come from 1d4+1 harpies but they have an extra innate ability to use Charm Person* to lure their prey to them for fun or food.
2	Wandering Shepherd. A shepherd with a flock of sheep dragons asks for help locating a lost sheep dragon lamb.
3	Opal Falls Merchants. Traveling merchants from Opal Falls have set up a temporary market, selling rare and enchanted goods. They are eager to trade for unusual items or tales of adventure.
4	Harpy Ambush. A group of harpies (possibly those from Broken Bird Airfield, see below), swoops down, attempting to capture travelers for a feast, to demand tribute, to invite them to a gambling game, or to mug them for loot.
5	Sudden Fog. A dense, magical fog rolls in, reducing visibility to zero. The fog causes disorientation unless the party can navigate by sound or other means. If the party is near the cliffs, a DC 15 Wisdom (Perception) or Wisdom (Survival) saving throw should be made to avoid falling into the sea or being dashed on the rocks below.
6	Wind-Swept Cliff. Sudden and powerful winds blow across the highlands. the adventurers must succeed on a DC 14 Strength saving throw or be pushed 1d4x5 feet in a random direction—hopefully not off a cliff.
7	Ancient Airplane. The party discovers a relic from the First Age, an old airplane half-buried in the rock. Examining it reveals a First Age item like a cassette or VHS tape and runs the risk of awakening a sleeping bearracuda that has its den in the plane.
8	View of Opal Falls. The party stumbles upon a perfect vantage point where they can see Opal Falls and Blue Back Lake in all their glory.
9	Druid of the Highlands. A druid is tending to the natural balance of the area. They might offer healing, wisdom, or challenge the party to prove their respect for nature.
10	Dancing Flowers. The party stumbles on small clearing where hundreds of awakened dancing flowers block the path forward.
11	Trapped Traveller. A young traveller has crawled inside an old abandoned refrigerator to scare his friends, but soon realized the door had been magically sealed behind him by a trickster spirit.
12	Unwanted Companion. A chattering and somewhat irritating seagull spirit takes a liking to the party and refuses to leave their side.



OPAL FALLS

If you travel within the dense woods of the Whispering Forest or venture up the wild rapids of the Din River, you'll eventually hear the roaring sound of Obojima's tallest waterfall—the spectacular Opal Falls. As you draw closer to the falls, you'll soon encounter the eponymous town and its colorful people that have built their lives around this majestic and sacred place.

The bustling town of Opal Falls was originally established around Blue Back Lake which sits at the base of the waterfall. In their desire to harness the power of the cascading water, the village took to the cliff face, creating the now famous buildings and structures that climb along the waterfall.

A Vertical Industry

Along the side of the falls are a latticework of scaffolding, walkways, ropes, and ladders that connect all the various businesses that use the water to power their tools for drilling, turning, grinding, and sanding. Because of the falls and its ability to power tools, some of the best woodworkers and gem cutters are here, creating their works of art. Almost all of the shops that sell the goods and services are located at the base of the falls, but if one is adventurous enough to climb up the precarious and sometimes nauseatingly rickety platforms, a traveller may stumble on the bargain of a lifetime.

Blue Back Lake

At the bottom of Opal Falls is Blue Back Lake, named for the abundance of blue back salmon that come here on their annual migration up the River Din to their spawning grounds far to the north. The salmon come into Blue Back Lake from the ocean via the Din River, which flows due south of Opal Falls, and from the Wallawalla River that leaves Blue Back Lake and runs to the easternmost part of the Coastal Highlands.



Tone/Vibe

Inventive, Festive, Happy, Bustling

Reputation

Most Obojimans have heard of Opal Falls, especially merchants and traders, as Opal Falls is a hub of commerce that links the north and south together. Although Opal Falls is known to have all kinds of goods and services, they're famed for their many uses of the blue back salmon.

Din, the Great River Spirit

Blue Back Lake is also the legendary domain of the elder river spirit, Din, who is said to live in a glowing grotto deep under the falls—an area that is strictly off limits due to the danger of the turbulent and treacherous waters. It is said that long ago, Din sacrificed his power by dividing himself up into thousands of blue back salmon so that all of Obojima would not go hungry. Because of this, Din is the weakest of the elder river spirits, but he is also the most well known and well loved, and for this, he is often called Din the Provider.

The Great Salmon Festival

Since Obojimans are known to love a good festival, a yearly gathering arose to celebrate the salmon and their magical ascent up the falls. As the salmon gather in Blue Back Lake, Din's magic imbues them with power, allowing them to take off up the rushing white water of the falls in a burst of supernatural vigor and strength, wriggling and thrashing until they reach the top of the falls and continue on their way up the Din River.

Townfolk come out from their houses, workshops, and shops, dressed in a variety of blue back salmon costumes and creatively designed salmon-themed hats, to gather at the banks of the lake and watch the salmon swim up the falls. Some mark their champions and bet to see whose salmon reaches the top of the falls first. Others hold a "King and Queen of the Salmon" ball where singing, dancing, and feasting are all a part of the celebration.

NPCs

Warwick, the Spirit Whisperer (male human). Warwick is a gem specialist and a member of the League of the Gilded Gourd. As a master of cutting gemstones, Warwick crafts exquisite and dazzling works of art, transforming a raw stone into a shining jewel. As a witch, Warwick creates these stones in such a way that they are highly attractive to

certain tiny companion spirits who love to make their home within one of Warwick's glittering creations.

Liffi Bolo (female human). Liffi is one of the village elders who puts on a glittering salmon suit and leads the great salmon festival every year. She is a kindly woman and is one of the few villagers that have seen Din the great river spirit. This moment has forever changed her and since then she has been devoted to the village and its traditions.

Mazuka Bo (male human). Mazuka is a reclusive druid who lives at the base of the river, talking to the salmon, both real and imaginary. Almost all the villagers in Opal Falls know of him and think he's a bit looney, but most find him to be harmless and amusing. He lives inside an artifact from the First Age called an Airstream that he has made to look like a salmon. He's used boom beri to paint the exterior and added on wood and cloth fins that he has dyed using beetles and lichen. The floor of his Airstream is filled with water and the occasional salmon, as he's carved a channel from the river into his home.

Din, the Spirit of Opal Falls (elder spirit). Din is one of the four great river spirits of Obojima and is one of the few elder spirits that so freely shares his domain with others, though Din rarely reveals himself to the villagers of Opal Falls. Din instead spends most of his time communing with the blue backed salmon. While underwater, Din often stays in the form of a giant blue back salmon, only changing into his humanoid form when speaking with physical beings.

Although Din doesn't often intervene in the affairs of the physical world, he does sometimes step in to aid it, as he is known to grant dying villagers a second life as a salmon. At the moment, Din is distraught, as word of the Lionfish King's raids has traveled to his ear. Din believes the Lionfish King is better than this and should right his path.



DIN, THE SPIRIT OF OPAL FALLS



Members of the League of the Gilded Gourd have set up several shops and practices throughout the town.



The Courier Brigade is here using the river as a swift way to transport goods and packages up and down the river. Although its official HQ is in Yatamon, the very first office of the Courier Brigade was established at the top of the falls long ago, and the first postal box can still be seen next to the River Master's Tower.



The Young Stewards often travel to Opal Falls to learn about the blue backed salmon and make expeditions into the Whispering Forest.

Points of Interest

The River Master's Tower. At the top of the falls is the River Master's Tower, a stout wooden building surrounded by a large dock where the River Master, **Wayla (female elf)**, oversees the boat traffic coming up and down the river and collects the toll for portage up and down the falls. Before any boats can get to the falls from the north, they must first get past the gate that spans the river. Any boats coming up the falls from the south get hauled up the river, past the gate to safety by a series of ropes and pulleys powered by the rushing water.

Wayla is in charge of two gangs of dockworkers who run water-powered elevators driven by giant wooden gears and pulleys on the western side of the falls—one that brings boats up and the other to lower boats down. Wayla is also on the lookout for errant boats so they don't slip over the falls, and just in case, there is a strong rope net that goes across the 100-foot span at the top to catch any wayward vessels that break free from their moorings.

Wayla is also a member of the Courier Brigade and proudly tells everyone who is interested that the very first postal box was established here and was made in honor of the great river spirit, Din. That's why every postal box is designed to look like some kind of fish or fish's mouth.

Old Stonetail Tavern. This tavern is filled with wreckage collected from boats and broken crafts—like harpoons, oars, sails, and swords—that were from encounters on the river with Old Stonetail, a giant crocodile known for its petrified tail that it uses to smash and sink anything that floats into its territory. Former barge pilot turned bartender, **Eliza Grumm (female human)**, always has a tale or two of near misses and loves to enchant her patrons with firsthand accounts of the monster's enormous size and prodigious strength. Although there are some in the town who think the tavern is in bad taste, the locals who frequent the tavern tend to speak of the monster with a tone of respect and even reverence.

Temple Under the Falls. At the bottom of the falls, deep under the turbulent and dangerous water, is the lair of the great river spirit, Din. Getting into this temple-like structure is perilous at best, and many have died trying to find Din's lair. Mazuka Bo is perhaps the only one alive who knows the secret to getting into Din's temple, but he would never make the journey unless directed by Din himself or one of his noble salmon. The secret that Mazuka knows is that you either have to hold on to the back of a salmon and command it to take you into Din's lair, or you must turn into a salmon yourself.

Troop #503 Secret Headquarters. Troop #503 are a group of Young Stewards that are particularly interested in getting up to all kinds of adventure in and around Opal Falls. They are a tight-knit bunch who know quite a bit about the Coastal Highlands and the creatures inside it. They have their own secret HQ, a place that only they know, less than a mile from the town called the Crumbled Hut—a First Age house where Troop #503 hangs out and plots their next adventure.

**YOUNG STEWARDS
TROOP #503**



Adventure Hooks

Fight on the Falls. As a boat is being hauled up to the top of the falls, a fight breaks out amongst the crew on the boat. As mayhem ensues, one of the hauling ropes snaps and the boat begins to swing sickeningly across the cliff face and the falls with people clinging for dear life.

The Running Portal. The adventurers are approached by troop #503 of Young Stewards who worriedly say that their scout leader is missing. They say that their scoutmaster went through a **wandering door** that was standing in the middle of the forest and vanished. When they went to follow him, the door frame ran off on two legs.



BROKEN BIRD AIRFIELD

Broken Bird Airfield is a First Age site that features the remnants of an airstrip, with a cluster of hangars at one end, and a modest air traffic control tower at the other. Prickly shrubs push their way through the cracks in an uneven runway that is flanked by the husks of ancient airplanes, some of which look as if they were torn to pieces by enormous talons. Patches of red-orange lichen give everything a mottled appearance.

Broken Bird Airfield is a notorious place where a crazy old hermit obsesses over old airplanes and where hard drinking, foul-mouthed, flesh-devouring harpies who play cards have made it their lair. It's a place of a thousand dangers that time and reputation have helped to develop over the years. But it also has certain allure for those who marvel at anything related to the First Age, particularly anything to do with airplanes.

Among the young stewards, the dangers associated with Broken Bird Airfield make it irresistible to those who want to prove their bravery or who are compelled to visit on account of the immutable law of the dare. Sneaking onto the airfield and returning with a trinket has become a rite of passage for the local chapter of the Young Stewards.



Tone/Vibe

Remote, tense, windswept

Flying Phin's Airship Service

Broken Bird Airfield is home to Flying Phin's Airship Service, a mechanic-for-hire who specializes in flying machines. Business is slow, even with the recent spike in interest surrounding flight in Sky Kite Valley far to the north. That's fine by Phin, who would rather spend his days tinkering with one of the many grounded planes gathered in the

hangars in different states of repair. However, if the price is right, he'll set aside his own work and take on a commission.

Phin is one of the best in his field that Obojima has to offer, even though his machines can only stay aloft for limited durations, and that's if the airship can even get off the ground at all. When one sputters out on the runway, it's often to a chorus of cackling harpies looking on from the air traffic control tower.

Harpy Riff Raff

Several years ago, a gang of **harpies** took the airfield's air traffic control tower and made it their aerie. There are twelve harpies in all, and they dress as pilots, with flight jackets, scarves, and goggles. When they're not out tormenting travelers on nearby roads, they spend their nights in rowdy revelry, smoking, telling bawdy jokes, and gambling over a game of cards known as "rusty spades". Most mornings, they've drunk themselves into a collective stupor, which lasts until dusk, when it all begins again.

These crass ladies enjoy encouraging their rare guests to indulge in their bad habits. If they haven't devoured a guest, it doesn't mean they won't, and it is therefore wise to never feel too comfortable around them.

They can flip from bitingly playful to just biting in a matter of seconds, especially if the creature is their preferred snack. In these cases, they become physically more monstrous. They become hunched. Their claws and teeth lengthen, while their eyes gleam with malice.

For all their voracious hunger, the harpies won't eat Phin, who unsettles them with his pungent, vinegary odor. They will however snatch his tools from time to time and mock him when his flying machines fail to take off.

Monster Territory

The hubbub at the airfield can attract the attention of one of the gigantic or strange creatures found nearby.

The Hunter. The Hunter is one of the three great beasts that dwell on Obojima. It is an enormous bird of prey that constantly circling the island in search of the giant fish that it dives for and takes into the sky. Many villagers have their own myths about the Hunter, its purpose, and where its nest could potentially be, but to this day, the Hunter is mostly shrouded in mystery.

Slime Colony. An enormous colony of green slimes dwells beneath the cracked and pothole riddled runway. The colony is dormant, though the occasional slime will awaken, drawn to the surface by an appetite for machines. If something heavy trundles down the runway, the slimes might emerge like a flood. They are dangerous in such great numbers, and even more so for flying machines, as they'll latch onto it, potentially adding a substantial amount of

weight. Neither Phin nor the harpies are aware of just how big the colony is.

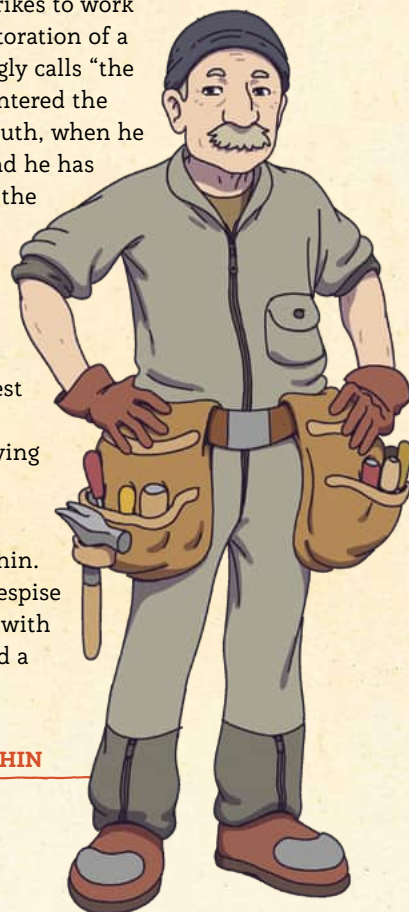
Giant Slumbering Cat. A short distance from the runway is a large, circular mound of earth known as Rumble Hill. Anyone approaching Rumble Hill might hear and feel the low reverberation for which it is named. At first glance, the hill appears to be covered in soft, downy orange grass, making it the ideal place to watch one of Phin's contraptions struggling to get airborne. However, unbeknownst to the people of the airfield, the hill is actually a curled-up, sleeping **cat of prodigious size**. Only the loudest noises will cause it to stir, and once awakened, it'll fixate on movement. A flying machine barreling down the runway is sure to be the most enticing plaything.

The cat was not always as big as a hill. In fact, it was once just a normal house cat named Lyle who belonged to a little girl in Opal Falls many years ago. But by random chance, he continued to grow in size, eventually becoming the giant creature he is today. And the larger he grew, the more he napped. This is how he became mistaken for a hill in recent years. The little girl in Opal Fall is now quite old, but she still remembers Lyle and leaves a saucer of milk for him every day on her porch.

NPCs

Phin (male human). The old man has lived at the airfield longer than anyone, including the harpies, which he refers to as "those dumb birds who are always stealing my tools." He makes his home in a corner of one of the hangars, which allows him to leap out of bed in the middle of the night when inspiration strikes to work on his obsession—the restoration of a First Age aircraft he lovingly calls "the Menace." Phin first encountered the ancient machine in his youth, when he was a member of AHA, and he has devoted his life to getting the old thing flying again. His disheveled appearance perfectly complements the chaotic state of his workshop. He is able to continue pursuing his quest by taking the occasional job to cobble together a flying machine for a paying customer.

The harpies won't eat Phin. He discovered that they despise vinegar, a fact he exploits with a steady diet of pickles and a daily bath in pickle brine.



PHIN

Gouger, Cutya, and Strafe (harpies). The self-proclaimed captain of the harpies, Gouger, can be a bit of a bully. She is quiet and cunning, always even keeled and known for her deadpan sense of humor. She can probably drink any of the other harpies under the table and is always happy to test that. Gouger's two lieutenants are Cutya and Strafe. Cutya is bloodthirsty and cruel, with a penchant for Nakudama flesh, which, according to her, is "oh so succulent." Meanwhile, Strafe comes across as the most approachable of the harpies, but this is what makes her dangerous. She can lull people into a false sense of security until her appetite gets the better of her.

Bomber (harpy). This hulking harpy has clipped wings that have left her unable to fly. She is fascinated by aircrafts and spends much of her time in the cockpits of the derelict aircrafts that are scattered around the airfield. Though she would like to learn from Phin, she hasn't been able to bring herself to ask, especially because she knows the other harpies would frown upon this relationship.

Plitsu (spirit). This adorable little spectral spirit is the reason for Phin's repeated failure to keep the *Menace* airworthy. For whatever reason, Plitsu believes that this piece of First Age technology needs to remain grounded, and it is by the spirit's efforts that Phin has so far only had minimal success, as it is Plitsu, and not the harpies, who has been stealing tools.

Plitsu will use its cuteness to win over the adventurers and paint Phin as a villain. However, if anyone follows the spirit to its dwelling in a nearby copse of trees they will find the cache of stolen tools.

Points of Interest

Air Traffic Control Tower. The harpies make their lair in the abandoned air traffic control tower that looks out over the runway. The tower is approximately 50 feet tall, with a boxy control room perched at the top of a narrow metal frame, around which climbs the remnants of a broken ladder.

The interior of the control room is usually dimly lit with a few lamps. Empty bottles and small bones lay in scattered heaps, and the air is thick with cigar smoke. The central feature is a scuffed card table, where the harpies gather to gamble, drink, and share bawdy jokes. Their raucous laughter carries across the airfield nightly. There's a bank of busted up control panels against one of the walls, and a nearby cabinet contains old airplane plans that Phin would love to get his hands on.

Hangars. The airfield has a pair of modest hangars, one of which contains the *Menace* in all its half-built glory. Phin lives in this hangar in a ramshackle loft built from scaffolding. All kinds of tools can be found here (except for the ones stolen by the tiny spirit Plitsu). Anyone looking for Phin is likely to find him here if he's not actively testing one of his aircrafts.

The second hangar is a nest of old airplane parts, the order of which is known only to Phin. This is a great spot for adventurers to try out their salvage skill. For more on the salvage skill, see page 165.

Behind the hangars is a small garden where Phin grows cucumbers that he uses to make pickles.

Adventure Hooks

Escape the Harpies. The adventurers are captured by harpies and brought to the air traffic control tower. The harpies want to play with their food before devouring them, however, a night of gambling might just give the adventurers a chance to escape...if they play their cards right.

Alternatively, the adventurers are enlisted to rescue a group of young stewards who snuck onto the airfield as part of a dare. They never returned and are believed to be in the harpies' clutches.

Secure a Flying Machine. If the adventurers are in need of a flying machine, they get word that Phin is taking commissions. Once there, they must help him figure out why his tools keep going missing. If they solve that, they must successfully achieve takeoff, even as their efforts attract the attention of one or more nearby monsters.

New Wings. The adventurers are approached by Bomber, the harpy with clipped wings. She has a piece of valuable information that she's willing to trade if the adventurers can help her fly again. She's desperate.

GOUGER, CUTYA,
& STRAFE





AHA HEADQUARTERS

The guild of Archeologists, Historians, and Archivists, or AHA, makes its headquarters in an old observatory perched on a promontory that overlooks the sea on the southeastern corner of the island. Those seeking knowledge about Obojima's history or its myriad mysteries would do well to travel to this remote site.

Folks who approach the observatory by land find what appears to be a modest, circular domed structure that could easily be mistaken for a small hermit's hovel. From the ocean, one can appreciate the observatory's grandeur, which rises from the sea like a great pillar clinging to the cliffside. The observatory boasts more than a dozen levels, and several chambers extend from the confines of the cylindrical structure into the cliff itself.

The AHA facility is part observatory, part museum, part library, and part laboratory. The archeologists maintain several floors of laboratory space, while the historians curate a vast assortment of curios from all over the island. The archivists keep their archive here, which is the largest collection of written works, cassettes, and videos on the island. Together, the members of AHA have collaborated to piece together the timeline of Obojima's history. They have deciphered much of the language of the First Age and unraveled mysteries of the technology from that long bygone era.



Tone/Vibe

Cluttered, busy, museum-like, academic

members who remain at the headquarters to process new information, maintain the collections housed here, and continue research that can only be done by consulting texts or conducting lab experiments. The experts-in-residence, as they are known, are also expected to make themselves available to visitors who come with inquiries on matters about which AHA is interested, though a small fee may be requested for such services.

Experts in Residence

Much of AHA's activity happens in the field, on one of the many expeditions and research sites happening at any given time, but there are always at least a handful of guild

The Headquarters

The headquarters boasts nineteen levels, starting with the observatory facility at the pinnacle and ending with the underwater observation deck, which is now flooded. The guild's governing body—the Asloh—has a council chamber where they hear reports from the field and coordinate new research efforts and expeditions. There is a level dedicated to housing guests, as well as cafeteria level.

Chronicler Spirits. A dozen or so robed chronicler spirits drift through the HQ, available to take dictation from guild members. When chronicling, long, narrow strips of scroll unfurl from the sleeves of their robes, bearing the script of what was dictated to them. The archive contains spools of such dictations.

The Telescope

The AHA HQ is quite proud of its telescope, which has only recently been refurbished and conscripted back into service to observe the night sky and track the movements of Obojima's many large flying beasts. It can monitor the peak of Mount Arbora, and has even been used to gaze down to the Corrupted coastline.

Delving into Mysteries

AHA headquarters is home to seemingly countless ongoing studies, many of which are far from conclusive and only serve to add to the pile of questions in need of answering. Here are a few baffling discoveries that AHA members have yet to explain.

Something is Up with the Stars. AHA observers have been watching the stars through the observatory's telescope for some time now and they have noticed a remarkable shift in the movement of the constellations. Ancient scrolls, that some say are from the time of the First Age, show star constellations and planets that are not recognizable or are no longer visible, and there are other charts from more recent ages that hint at long cycles of star patterns with decades of apparent stellar chaos. But the most recent measurements now show that the motions of the heavens have slowed considerably, and are no longer these lengthy cycles but are now short and strangely predictable.

There is much discussion and debate within the observatory. Some AHA observers believe that the current data reveals that the stars are slowing down, which to them is a sign of an age of order, prosperity, and that the sky spirits are becoming calm and less agitated. But other observers believe that the island may have previously been adrift, like a leaf on a pond, and has somehow come to a stop, causing the stars to slow as well. Until the truth is uncovered (see the Mysteries section) AHA observers will continue their observations, theories, and will welcome any information adventurers can bring.

The Corruption. Many studies and experiments have been put on hold in favor of researching the Corruption. At the moment, several rangers, who'd been among the first to respond to the Corruption's appearance, now live in one of the laboratory units under constant care and observation. Though researchers have yet to find a cure or even a way to slow the spread of the Corruption, they have made extensive notes about its effects.

The Disappearing Mountain. Years ago, a mountain suddenly emerged on the horizon to the northeast of the island. It then traveled southward for two days until it disappeared again. It was never seen again. An expedition set out on a boat to find the mountain, but they never returned. This is an older mystery, but it remains an obsession of a small group of guild members.

NPCs

Uba, Chief Archivist (male dara). While the other two members of the governing Asloh prefer to operate in the field, the chief archivist prefers to personally oversee day-to-day operations of the archive. He regards it as his baby, and he fastidiously dotes on it with great care. He is not miserly about the collection of books, theses, and records, and he is happy to share with anyone who demonstrates genuine interest in the topics found here. His manner is that of a teacher who believes everyone is capable of contributing worthy ideas, and it is his mission to capture them all. He carries with him a great shame, as he once allowed a charlatan scholar to abscond with a treasured tome of lore that detailed a network of caves in Mount Arbora.

Lonzo, Telescope Operator (male human). Grizzled, grumbly, and with a voice like gravel, the telescope operator is the oldest member of AHA. Lonzo spends much of time alone with the telescope, nodding off occasionally as he charts the stars. A First Age radio he keeps with him emits a din of white noise, interrupted from time to time with mysterious snippets in a garbled language Lonzo claims are "dispatches about some war."

Chloe, Archeologist (female elf). Chloe is a wizard who joined AHA to pursue a lifelong obsession with anything related to technology from the First Age. She is often found in her workshop among an array of partially assembled devices, scattered tools, and half a dozen companion spirits who help her with her work. Chloe's specialty is cassette players and is an avid collector of First Age music—the louder the better.

Vutochi, Corruption Researcher (spirit). Perhaps the foremost expert on the Corruption and its effects on living creatures is a cat spirit known as Vutochi. AHA has therefore been placed in charge of the guild's research into the strange phenomenon. Vutochi has a dispassionate air, and during conversations, the spirit is known to appear disengaged or even go into a kind of trance. What folks don't know is that Vutochi exists in both the Physical Realm and Spirit Realm at the same time, and at times, the scientist must shift its attention from one plane to the other.

Points of Interest

Observation Dome and Foyer. The entrance to AHA headquarters opens onto the top floor, where the guild's prized telescope is set up. When the telescope is retracted, it dominates the space, encroaching on the collection of overstuffed chairs meant for guests awaiting an audience with the guild. The telescope's handler, Lonzo, can often be heard snoring from his perch by the telescope.

The Archive. The majority of the six floors occupied by the Archive is dedicated to storing the vast collection of documents in floor-to-ceiling shelves that line the cylindrical inner wall, accessible by one of the many attached ladders. Within these shelves, at irregular intervals, are cubbies that serve as bunks for the archivists. In all, there is enough room for thirty archivists to sleep this way within the archive. A vault, which contains the most precious documents, is in a secure chamber within the cliffside. The Archive has several study rooms, as well as specialized rooms that are lined with cork boards and supplied with spools of string. These "theory closets" can be checked out for a period of time, allowing guild members to immerse themselves in the exploration of an idea. There's also a theater room, where archivists can examine the contents of the many VHS tapes in their possession.

Curio Rooms. Collectively, the curio rooms are akin to an AHA museum, displaying all sorts of odds and ends from throughout the island's history. One of the rooms houses one of AHA's greatest treasures—a collection of First Age arcade games known as the Detective Werewolf Saga. All eight installments are in working order and on display. One of the more dramatic displays is an entire disassembled motorcycle suspended from the ceiling, which looks like a 3D exploded view diagram of the vehicle.

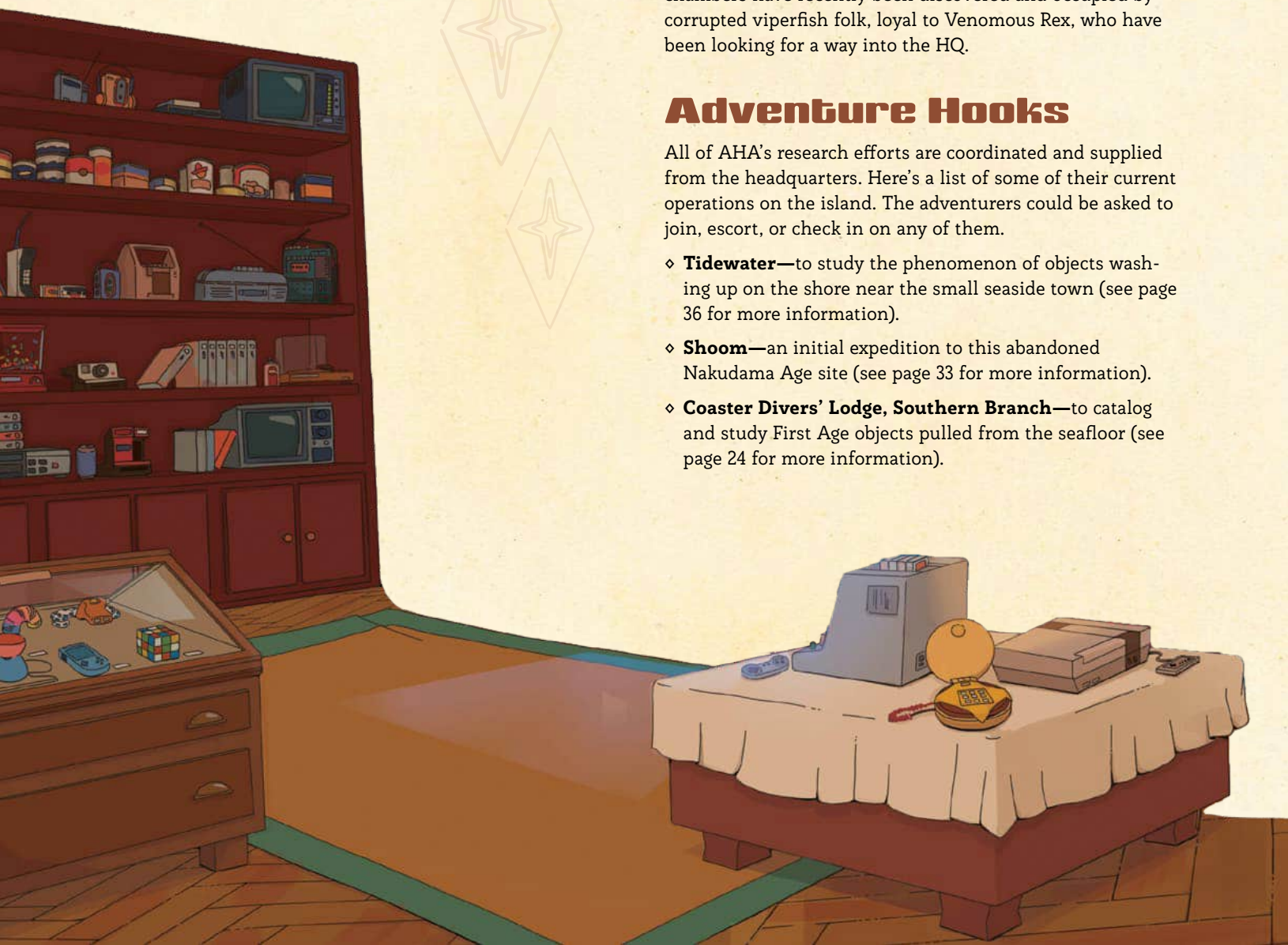
Laboratories. Near the bottom of the headquarters are the laboratories. Many of these have been repurposed over the past several months to accommodate research being done on the Corruption. One floor has been turned into a living quarters for four rangers suffering the Corruption's ill effects. AHA researchers monitor them constantly for any signs of change. Other lab rooms contain aquariums that each contain fish that have skeletonized due to contact with the Corruption. These labs are closely guarded due to the volatile nature of the research and the potentially disastrous consequences should material affected by the Corruption get loose.

Flooded Observation Deck. The lowest levels of AHA headquarters have actually been forgotten. They once served as an underwater observation deck, but they flooded long ago, and were sealed off. Unbeknownst to AHA, these chambers have recently been discovered and occupied by corrupted viperfish folk, loyal to Venomous Rex, who have been looking for a way into the HQ.

Adventure Hooks

All of AHA's research efforts are coordinated and supplied from the headquarters. Here's a list of some of their current operations on the island. The adventurers could be asked to join, escort, or check in on any of them.

- ♦ **Tidewater**—to study the phenomenon of objects washing up on the shore near the small seaside town (see page 36 for more information).
- ♦ **Shoom**—an initial expedition to this abandoned Nakudama Age site (see page 33 for more information).
- ♦ **Coaster Divers' Lodge, Southern Branch**—to catalog and study First Age objects pulled from the seafloor (see page 24 for more information).





VUTOCHI, CORRUPTION
RESEARCHER

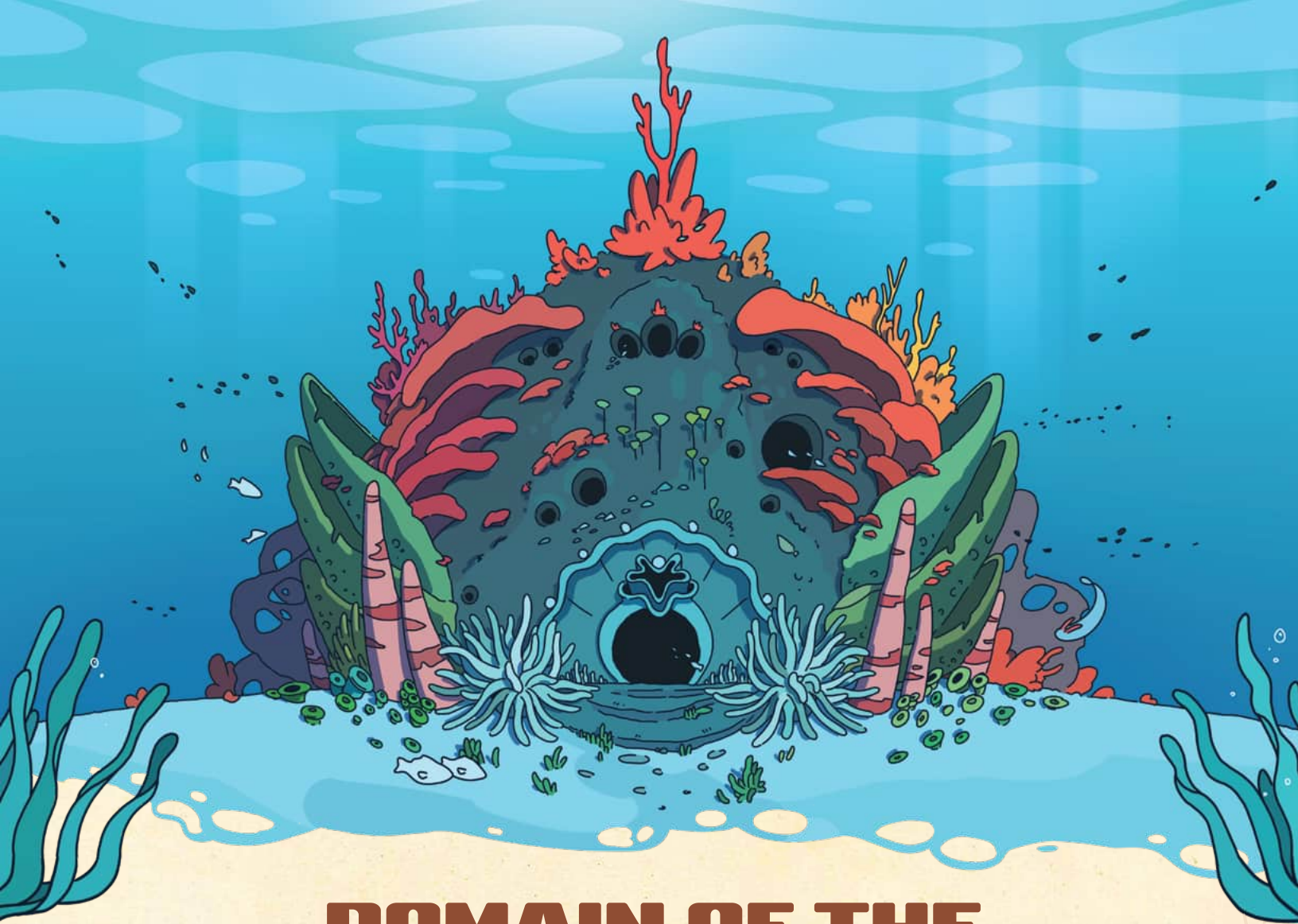
THE SHALLOWS

Encircling the mystical island of Obojima, the Shallows are a sprawling undersea expanse, where the sandy seabed extends for miles beneath the crystal-clear waters in a ring around the island. Here, coral formations weave an intricate maze that is both a sanctuary and battlefield, home to a multitude of sea monsters, spirits, and marine life. There are wrecks from long-forgotten eras, sunken buildings from the First Age, and treasures that lie hidden in coral caves guarded by spirits or beasts.

The Shallows are ruled by two formidable rivals: the Lionfish King, adorned with his crown of feathery, toxic spines and Venomous Rex, a viperfish whose ghastly visage and dagger-like teeth command fear and respect. These two larger-than-life characters have left each other to their own devices for several decades, but have grown increasingly hostile since the arrival of the Corruption.

Wandering Encounters

Roll d12	Wandering Encounter
1	Fish Folk Pirates. A band of 1d4+4 fishfolk pirates aboard their ship, the <i>Snapping Turtle</i> , which is made from a giant turtle shell. They demand a toll for passing through their territory. They may offer a parley, willing to trade for something of value. They can also be bribed or tricked.
2	Ghost Ship. A boat from the First Age can be seen floating in the Shallows. It could be piloted by a spirit that has whelmed its engine or it could be mysteriously abandoned with a series of strange clues on board that point to a sunken city.
3	Sunken Treasure. At the bottom of the Shallows, barely visible through a hole in the hull of a sunken wooden ship, an iron-bound chest can be seen, lying half-buried in the sand. The wreck is in 20 feet of water and is guarded by a seaweed elemental. The chest could contain a famous lost treasure or clues to another adventure on land.
4	Spirit Serpent. This animalistic spirit serpent could serve as a sage or a foe, providing information or demanding tribute for safe passage.
5	Whirlpool. Avoiding the whirlpool requires quick thinking and agility. Getting caught in it requires strength and stamina. Those who survive might discover a hidden treasure or sunken city.
6	Trickery in the Seas. The party encounters a deep angler that is looking for an unsuspecting meal.
7	Sleeping Girl. At the bottom of the Shallows is a little girl no older than 5 who is sleeping in an air bubble.
8	Lady Blue. A spirit that takes the visage of an enormous red-headed women is drawn by the presence of the party. They might be curious, indifferent, or hostile, depending on their actions.
9	Tendrils of Corruption. Dark tendrils of the Corruption bubble up from the reef causing a twisted maze of web-like strands. Navigating through the Corruption takes several skill checks. Note: This encounter should happen only on the eastern half of the Shallows.
10	The Doomspine. The party sees the <i>Doomspine</i> (see below) and on board is the Lionfish King along with 3d4 of his most loyal pirates.
11	Shark! The party's activities in the Shallows draws the attention of a giant shark* .
12	School of Fish. A school of skeletal fish swims toward the party. Perhaps one of them is a companion spirit that takes a liking to a party member and has some interesting information to share.



DOMAIN OF THE LIONFISH KING

One of the more colorful and villainous creatures in the world of Obojima is the Lionfish King, a self-proclaimed monarch and a pompous, moody, and vain creature who rules over the fish folk of the Western Shallows with his band of pirates and barracuda warriors. He has declared that his rightful domain is the entire length and breadth of the Shallows—the miles-wide reef that circles Obojima—and his pirates patrol the waters to enforce his authority. Everything within the Shallows, from sunken shipwrecks, small island grottoes, lost treasures, and submerged buildings (many from the First Age) are all part of his kingdom by royal decree.



Tone/Vibe

Otherworldly, Odd, Excessive, Over The Top

Reputation

The Lionfish King, and fish folk in general, are well known throughout the coastal towns and villages all across the shores of Obojima. Most humans and land-dwellers who fish the Shallows are often plagued by fish folk pirates and are forced to pay tribute to the Lionfish King as part and parcel for fishing in the Western Shallows. Most fisherfolk begrudgingly pay tribute but there are some who resent it and wouldn't mind seeing the fish folk or the Lionfish King himself get a sound thrashing. Because of this, most relations are tense between land dwellers and fish folk, but there are some areas where fish folk and land-dwellers live in relative harmony, but those places are few and far between.

The Coral Castle

The Lionfish King's central palace is a hill-sized mound of coral, which is covered in a variety of sea vegetation. The Coral Castle's main gate is underwater and is flanked by poisonous anemones big enough to easily snare and devour a person whole. The underwater grounds are also patrolled by heavily armored and thuggish crab guardians that can restrain an unsuspecting intruder so they may be made to kneel before the Lionfish King or simply crushed into pulp in their massive claws.

The upper half of the Coral Castle is hollow and houses the Lionfish King and the members of his royal court. These members include his frogfish advisors, his barracuda warriors, and an assortment of nobles and courtiers of various kinds from butterfly fish to puffers to moray eels.

The Doomspine

While the Lionfish King is in the castle, the Lionfish Royal Flag is flown from the top of the central keep. When he is not in the castle, he is on his war barge, the *Doomspine*, a ship cobbled together from parts of salvaged wrecks and other vessels that the Lionfish King has taken while raiding, the most notable of which is the front half of Captain Clintock's prototype submarine, the *Pointue*, which is now the prow of the *Doomspine*.

State of the Kingdom

The Lionfish Kingdom is in a bit of a kerfuffle at the moment, schools of fish folk are encroaching on his kingdom from the east, fleeing what they are calling "the foul waters" where the Corruption is polluting the ocean and the shores. Deep sea fish folk raiders are also moving farther west, fighting and looting as they go, all of which is making the Lionfish King more territorial and aggressive.

Despite the Lionfish King's distrust and attacks on the shore-dwellers, there are some of his vassals who are secretly friendly to Obojimans, especially Captain Clintock and his daughters, Holly and Paloma. These fishfolk know that the Corruption is a threat to all, and despite their distrust, they are open to working with land-dwellers to try and find out how to deal with this danger. But they must not be found out by their king or his loyalists lest their fins be hung from the rigging of the *Doomspine* and dried in the noonday sun.

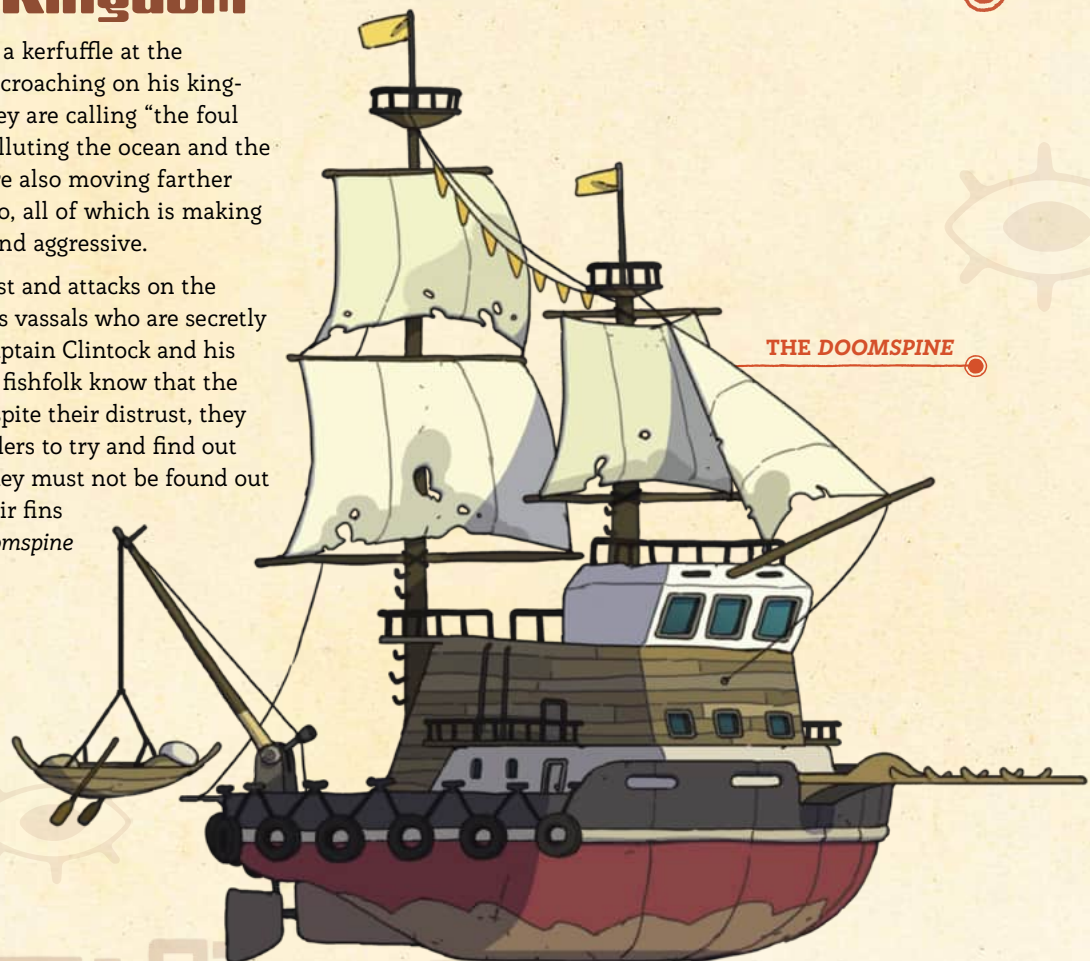
Royal Aspirations

When not actively repelling the encroachment of Venomous Rex and his deepsea lackeys, the Lionfish King is obsessed with the desire to confirm his nobility by marrying the heir to a royal bloodline. This obsession stems from two ancient tomes that his pirates stole while looting several lost Nakudama temples. The two tomes, called the Royal Lineages, track the royal Nakudama bloodline for the last several centuries. The only problem for the Lionfish King is that they were written in a cryptic Nakudama code that is yet to be fully deciphered. The Lionfish King has his moray eel wizard working non-stop to crack the code while his pirates scour the land to find any Nakudama who looks like she could be of royal bearing.

Keep Fish Folk Monstrous!

Like the Kuo-toa of D&D, fish folk were created to be comical villains and multi-purpose monsters. If you wish to have a more combat-heavy session, you can set up the fish folk as malevolent menaces and dangerous raiders that need to be slain.

If you want a more roleplay heavy adventure, you can explore a courtly drama of pompous and scheming fish folk where it's about intrigue, power struggles, and solving the problem of the Corruption.



THE DOOMSPINE

NPCs

The Lionfish King (fish folk). The Lionfish King is egotistical, moody, and dangerous, but not a psychopath. He can be reasoned with as long as it is skewed heavily in his favor. While he is intimidating and aggressive he is also fearful of the Corruption that draws ever closer to his reef—he has seen its power to reduce great sea beasts to skeletons as well as what it is doing to the deep sea fish folk—so he is eager to hear about any attempts to find a cure to the Corruption. It, perhaps, is the only thing that can shake him out of his narcissistic mania.

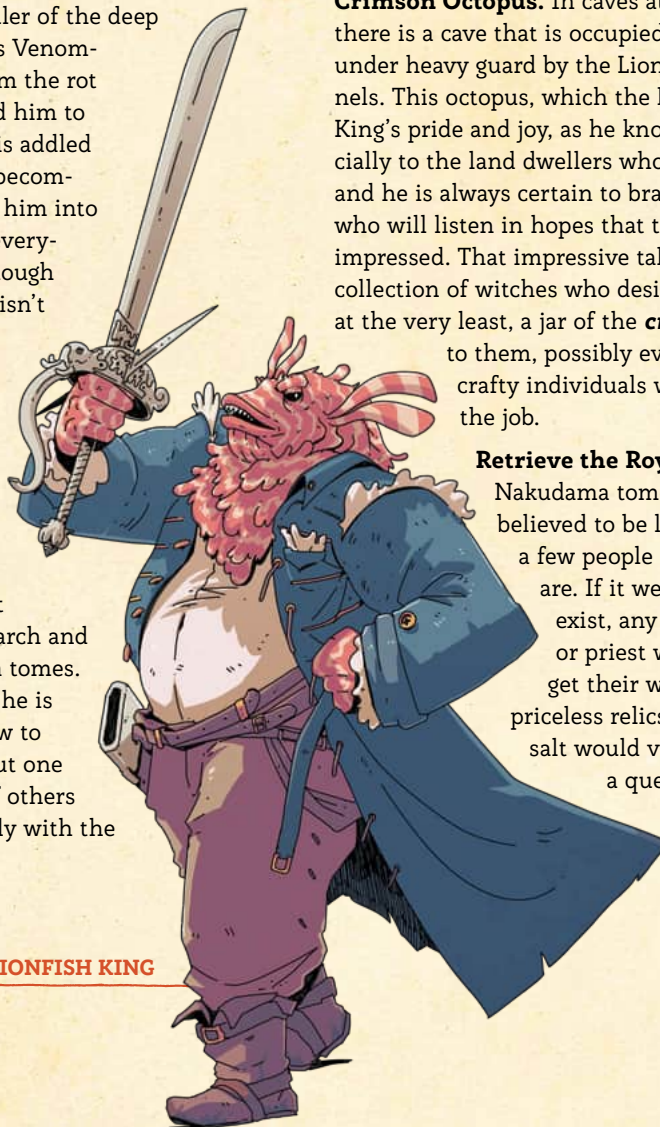
While he may have moments of affability and cooperativeness, the Lionfish King rules primarily by bullying and guile and has no qualms about going back on his word.

His ultimate goal is to defeat his enemies and control all of the Shallows, where tribute befitting his royal magnificence will be showered upon him by all who use his waterways. His crowning glory will be to attain true royal status by marrying a direct descendant of the Nakudama queen, Okumi. Then, and only then, will the Lionfish King be happy.

Venomous Rex (fish folk). The ruler of the deep sea fish folk is a viperfish known as Venomous Rex. Venomous is suffering from the rot of the Corruption which has caused him to become unstable and aggressive. His addled mind is filled with wild visions of becoming an emperor as well as plunging him into fits of paranoia where he believes everyone is conspiring against him. Although Venomous Rex is a psychopath, he isn't a fool, and if there is a way to cure the Corruption, he will listen, but attempting to strike a deal with Venomous is a dangerous and often deadly game.

Sleethar (fish folk). Sleethar is the Lionfish King's royal consigliere and ocean mage who fears his lord and is under constant pressure from his demanding monarch and is desperate to crack the Nakudama tomes. Sleethar is cowardly by nature, but he is shrewd and cunning. He knows how to placate and manipulate his liege, but one slip and his head will join a host of others who have toyed a little too carelessly with the Lionfish King.

THE LIONFISH KING



Points of Interest

Bandit Caves. These coastal locations are hidden sea caves, lagoons, grottes, and natural caverns in the cliffs. Each of these caves is a permanent dwelling for fishfolk bandits. These caves, which are dotted all along the coast, are where fishfolk pirates take their captives and keep much of their stolen treasure. Through these secret locations, fishfolk can emerge to strike any part of the island.

Adventure Hooks

Infiltrate the Doomspine. In the nose cone of Captain Clintock's prototype submarine (that is now the prow of the *Doomspine*) is a small magic device called an aquatic stabilizer. The aquatic stabilizer is a magic gyroscope and underwater navigation device that was created by Captain Clintock's late wife, Kara. Since Kara's death many years ago, the Mariners' Guild has failed to recreate the aquatic stabilizer to the level of the original. For years, Holly Clintock has talked about sneaking on board to steal the device, but her father has banned the mission several times.

Crimson Octopus. In caves at the base of the Coral Castle, there is a cave that is occupied by a crimson octopus that is under heavy guard by the Lionfish King's elite crab sentinels. This octopus, which the king calls Boombox, is the King's pride and joy, as he knows how valuable it is—especially to the land dwellers who prize its remarkable ink—and he is always certain to brag about Boombox to anyone who will listen in hopes that they will be immensely impressed. That impressive tale has now made its way to a collection of witches who desire nothing more than to see, at the very least, a jar of the **crimson octopus ink** return to them, possibly even the creature if a group of crafty individuals would be willing to take on the job.

Retrieve the Royal Lineages. The two Nakudama tomes, the Royal Lineages, are believed to be lost to time and maybe only a few people actually know where they are. If it were to be discovered that they exist, any Nakudama sage, historian, or priest would be eternally grateful to get their webbed fingers back on these priceless relics. Any Nakudama worth their salt would volunteer in a heartbeat to join a quest to get back this sacred part of their history.



OTHER LOCATIONS

Non Region Specific Locations

The following locations appear in many regions across the island or are transient.



WANDERING LINE

Maybe, if you're lucky enough, as you walk through a field or in a forest, you'll feel a different kind of breeze blow as a set of train tracks magically assembles itself in a rush of wood, stones, and steel. Within a few minutes, a train stop comes together in a clatter of planks, walls, and window panes. A minute or so later, spirits begin to gather, checking their tickets or idly reading a paper on a bench.

Then, the Wandering Line emerges from the invisible, gliding along its tracks and coming to a stop. A conductor hops out of the train and with a measure of patience and insistence, gets everyone on board right as the doors close. The train then pulls away from the depot and vanishes into the Spirit Realm, leaving behind only the breeze and two steel rails that are already beginning to fade.



Tone/Vibe

Fun, Adventurous, Whimsical, Special

Reputation

Although most Obojimans know of the Wandering Line, little is known about it. No map of all its stops has ever been found. No one knows who built it. Obojimans simply know that it exists and for most, that is enough, but there are some who for one reason or another, know where and when the next Wandering Line will appear.

What is the Wandering Line?

What is certain about the Wandering Line is that it came with the First Age, a fact that its shape and manufacture clearly show. But as to why it wound up being in the Spirit Realm, only one legend has emerged: in the most ancient of days, the Wandering Line was whelmed by an elder spirit who fused its power and essence into the form and fabric of the train and everything connected to it—signs, depots, benches, and rails—transforming it all into a single, spirit entity.

Facts About the Wandering Line

Although the Wandering Line is mysterious and magical, there are some facts:

Wandering Line – Spirit Realm. When an adventurer enters the Wandering Line they are entering the Spirit Realm. In this way, the Wandering Line is a portal to the Spirit Realm.

Train Stops. Each train stop has a “stop code”—a sequence of a symbol and three numbers—that appears on a sign outside the depot. Once you reach your stop, the conductor comes to make sure you exit safely. If someone tries to resist, the train vanishes and they unceremoniously fall to the ground.

Demons. Demons are barred from entering the Wandering Line unless the train is being used as passage for a demon being escorted out of the Spirit Realm.

Train Cars. The Wandering Line has only three cars: the front car, the middle car, and the caboose where the spirit coal is stored. While all the cars of the Wandering Line can be climbed on, the train can only be boarded via the doors on the front car and only if the Conductor allows entry.

- ♦ **The Front Car.** The front car is where the conductor (see “Conductor” below) sits, behind him are some seats for passengers, and at the end of the car is a set of doors covering a vestibule that leads to the second car.
- ♦ **The Second Car.** The second car is where most of the passengers sit. This car can be as big or as little as you’d like it to be. At the far end is another set of doors with a vestibule in between them leading to the caboose.
- ♦ **The Caboose.** The caboose (sometimes called the coal car) is the final car that is inhabited by the mysterious spirit known as the Coal Master (see “Coal Master” below). The caboose is locked (lock Pick DC 25) to all creatures who do not work on the train.

Arrival of the Train

Five minutes before the arrival of the Wandering Line, the tracks and the train depot appear. Each train depot is unique in its design and size—some being no more than a small shelter and a sign—but if one is paying attention, a train depot always seems to be able to comfortably accommodate whoever wishes to board.

A Wandering Line stop is always in an unoccupied space. Even in the middle of a forest or a town, or on a hillside, there’s always just enough room for it to come and go. If people build where the train came last year, it magically finds a new place when it arrives the next time. In some cases, when an area is seemingly impossible to get to, the Wandering Line may “overlay” the Physical Realm for a temporary time or simply pass through it. The Wandering Line and the conductor are never late and no obstacle can get in their way.

Getting on the Train

There are many ways to get on the Wandering Line. A ticket certainly does the trick, but you can also offer all kinds of things in lieu of one.

Once on the train, a floating basket hovers down the aisle, and depending on what you put in it is how many stops you get. As the GM, it’s your call as to what the train thinks of what an adventurer offers it.

If no fare is offered or no ticket is shown, then you can choose whether the Wandering Line allows the adventurer to stay on board or get left behind—the Wandering Line can literally vanish from under you if you don’t have the fare.

If an adventurer falls off the train or is kicked off while the train is in the Spirit Realm, they may land on the ground beneath them or, because of the magical nature of the train, they can land on a barstool in Okiri, or fall into a strange void and land somewhere on Obojima.

See the spell **Create Spirit Train Stop**, for information on how adventures can utilize the Wandering Line at higher levels.

Who’s On the Train?

While the passengers of the Wandering Line are mostly spirits who are traveling to and from the Spirit Realm, any kind of character can be on the train, with the exception of demons who are banished from the Spirit Realm. There is always a passenger reading a newspaper or a pair of spirits talking to one another.

The Trial of the Coal Master

If an adventurer leaves the second car and enters the caboose, they enter into the domain of the coal master, a pocket dimension shaped by the character’s mind. An adventurer might open the door and be in a primordial forest or they could open the door and instantly be in the middle of a vast desert. Upon entering the caboose, each adventurer might face their greatest fear or be tempted with their greatest desire.



If a party enters the caboose, each player can be in their own reality. If the players are itching for a fight, this is the place to give it to them as any kind of monster can appear here.

This realm was created to slow and deter anyone who snuck past the locks without permission. The room acts as a distraction, holding onto the attention of a creature until the train arrives at their destination, at which point they are thrust out of the train.

Passing the Trial. Only after the adventurers face a test of their mettle do they actually enter the caboose where the Coal Master is. This in and of itself is an accomplishment as the Coal Master rarely meets someone who can overcome his trial.

NPCs

Here are some other permanent denizens that adventurers can find on the Wandering Line:

The Conductor (spirit). The Conductor is a high-strung, fussy, and meticulous human-looking spirit who ushers (and at times shoves) passengers onto the train in order to keep things on time. The Conductor wears a spotless uniform with white gloves and has a shiny whistle which he blows precisely one minute before the train leaves the stop. No one knows if the Conductor is an extension of the Wandering Line or is an independent entity, but in either case, they appear to move as one.

The Coal Master (spirit). The Coal Master is an enigmatic spirit of great power, and like the Conductor, could be a part of the Wandering Line or an entity unto himself. The Coal Master dwells in the caboose, shoveling valuable spirit coal into the firebox—a spirit with a large mouth that is ever-ready to devour more spirit coal and power the train.

Some facts about the Coal Master:

- ♦ The Coal Master can shapechange into whatever he wishes and his coal shovel can morph into any kind of object or weapon.
- ♦ The Coal Master knows that most who come here are wanting to take some of the spirit coal. He is always open to striking a deal. A good deal is something that the Coal Master can't resist.
- ♦ No matter how hard you try, you can never see his face. It is always in shadow, covered by his cowl, or obscured in some strange way.

Salazar Sales (male elf). Salazar Sales is a refreshment vendor turned entrepreneur who—in addition to snacks and drinks—is up for selling all kinds of things. But Salazar is slimy and driven by gold, and most of his “snacks” taste terrible as he has been known to try and sell pond water as an “elixir of refreshment” or repurpose leftovers from a village food cart as “Salazar’s Crunchables”. Most people are too polite to complain and for those that do, Salazar spins a tale of how one needs to have a “refined palate for such boutique cuisine”. Salazar is a fast-talking, snake oil salesman who will instantly make up products on the spot if he thinks he can sell it to a naive buyer.

Montague P. Parrot (spirit). Montague is an anthropomorphic parrot **spirit** who wears a beret and makes a

shady living as a very adept pickpocket. Montague is quick to correct anyone that the correct pronunciation of his last name is “pah-ROW”. Montague and Salazar loathe one another and try to keep at either end of the passenger car, but they don't miss an opportunity to steal away a customer or make the other look a fool if they get a chance. Even though they are enemies, they don't expose the other's larceny to outsiders, as that would be bad for business.

While in the Physical Realm, Montague can change his form, but one thing he can't change is his voice and if someone recognizes it, this makes Montague very nervous. Montague can disappear in a puff of green feathers if things get too heated.

Points of Interest

The Wandering Line can stop almost anywhere on Obojima, but there are a few unique depots where an adventurer can find special items, rare ingredients, and possibly uncover a vital clue to a mystery. Most depots for the Wandering Line are hard to find, but dig hard enough and ask the right questions, and an adventurer can find themselves on board and heading to a strange destination.

Here are some ideas for places where the Wandering Line can go:

- ♦ **The Underwater Depot.** This depot is located far offshore and deep underwater and can connect to the adventure included in this book. For more information on this location, read “Below the Shallows”.
- ♦ **The Cloud Depot.** If an adventurer takes the Wandering Line to the Cloud Depot, the tracks at some point in the journey suddenly leave the earth and head in a dizzying arc high into the clouds. The Cloud Depot has the Floating Market where Bottled Lightning and Tears of the Moon can be found if the right questions are asked.
- ♦ **The Prison of Oghmai.** This depot lies in the center of Mount Arbora where Oghmai, the demon emperor of the Nakudama, has been imprisoned since the Second Age.
- ♦ **The Glittering Depot.** This stop of the Wandering Line lies in a long-forgotten mine near Toggle. The depot is at the center of a maze of tunnels, some of which lead to gem-encrusted caverns while others lead to the surface and others lead to monster lairs.
- ♦ **Island of Hmug.** Hmug is an island far offshore of the Land of Hot Water.

Adventure Hooks

Getting Spirit Coal. Every knowledgeable ingredient hunter worth their salt is always on the lookout for spirit coal as it is so rare and highly sought after. But even knowing how to get some spirit coal is an adventure in itself for the information is not that easily obtained. While there are chunks of it that can be found in Obojima, spirit coal is basically only found in the hopper of the Wandering Line.

THE FOUR SWORD SCHOOLS

Below, you will find specific information on the four sword schools of Obojima. To find an overview of sword schools, check out page 18 in the Island chapter. In addition to standard training under a sword school, masters might ask their students to take on challenges, quests, or community services. These special requests can be used as alternative ways to lower the master's AC when challenging them (see challenging the masters on page 18)

Camden and Moon's Academy of Swords

The swordplay of the Camden and Moon school is known for its overall elegance and the suddenness of its strikes. It is a fluid form that, when demonstrated by a true master, is dazzling to behold. Critics call it overwrought and a form that obsesses over looking good. Those who master the technique find subtlety in its dance-like movements, which allows them to strike from any direction at any moment or to turn aside seemingly unblockable attacks. Those who study under these masters learn to balance beauty and strength in a manner unparalleled on the island.

Easily the largest sword school both in terms of size and number of students, Camden and Moon have established their facility as an institution on Obojima, attracting aspirants from around the island. The school—an ornate, hexagonal structure built with a First Age aesthetic—takes up an entire city block in what was once a boarding school in the heart of Yatamon. The school surrounds a manicured garden that doubles as a training ground, and most mornings at dawn, Master Camden can be found here practicing his forms beneath his beloved maple tree.

Philosophy

The school is governed by its motto, “right conduct and proper form in every situation”. This is true of the sword and in life, according to Master Moon. Service to the community in addition to physical training is something that the masters cultivate in their students, so much so that unless a student has proved themselves in the eyes of the community, they are prohibited from challenging the masters to earn their mastery. The school's emphasis on discipline, tradition, and service has made it a popular place for parents to send kids. Most students never go on to earn their mastery, and it's fairly common to meet folks around the island who've at least spent a summer learning here.

The Masters

The masters Camden and Moon share a tremendous mutual respect, and in the eyes of the residents of Yatamon, they are larger than life figures who seem to have come out of a bygone age of mythic heroes. They are almost universally well regarded, and they are unblemished by controversy. They have no political ambitions, but they wield tremendous political influence, nonetheless, and their reputation as philosophers as well as warriors has made their council highly sought after.

Though they hold no official title, Camden and Moon are effectively Yatamon's protectors. On the rare occasion that violence threatens the city, they, along with their most senior students, are often given a wide berth to handle the situation.



Master Candan (male human). In the eyes of new students, Master Candan's stern face and measured speech is intimidating and mysterious. In truth, Carmine Candan is an exceedingly patient teacher who sees the best in his pupils. But he is not a coddler. He holds to the idea that mastery comes with work and dedication. He also teaches that skill without purpose is meaningless, and therefore, service to others is part of the school's curriculum. While the old master is utterly devoted to the sword, it is the school's charitable work that he is most proud of.

Master Moon (female human). Master Moon is the embodiment of elegance and her presence is imposing. Her movements are so majestic that she, at times, appears otherworldly. Her grace and precision with a sword is likely unrivaled on the island, and even Master Candan believes hers to be the most technically competent hands with a sword that he's ever seen. Even so, pupils soon learn that Master Moon is indeed of this realm. She is quick to laugh and she has a passion for reading and reciting humorous poetry.

Studying at the School

Masters Candan and Moon run a regimented school. Students are expected to stay in the attached dormitory, which must be kept orderly. At dawn, instruction begins in the inner courtyard. This is where techniques are demonstrated and drilled. After lunch, students are expected to engage in acts of service as a gesture of thanks to the community that offers order and comfort they all enjoy. The masters consider these acts of service to be so critical to the school's curriculum that only students who have proved themselves to be humble servants to the good of the community are able to try their hands at dueling the masters and ultimately learn the master technique.

Below are some possible acts of service that students can participate in, but feel free to create your own. **Guard Duty.** The city watch is made up of volunteers, though its ranks are often bolstered by students from the sword school. Students who opt into a tour of duty with the watch might spend their days breaking up the occasional brawl, investigating thefts, or helping residents drive off spirit pests.

Act as Judge. The school's reputation for integrity means requests come in frequently soliciting the services of someone who can judge a local contest. There might be a parade, where contestants build elaborate floats. Or perhaps there's a festival to crown the city's top street busker. It could be a taste test or even a dance off.

Monstrous Threat. Every once in a while, monsters range close to Yatamon. In such cases, Master Moon typically selects a few students to join her on a mission to assess the threat, and if it comes to it, slay the monster.

Escort Researchers. Yatamon is a marvel from the First Age, and AHA researchers embark upon frequent expeditions into the vast network of subway tunnels that stretches out beneath the city. It's easy to get lost down here, and many tunnels have collapsed. Monsters and spirits are known to

make their way down here, some of them quite hostile to trespassers. Due to such dangers, sword school students are often called upon to accompany them into the subway system.

Master Technique— The Inscrutable Sword

Candan and Moon's master technique—the inscrutable sword—describes an approach to fighting that emphasizes swiftness and keeping the opponent unsure whether attacking or defending.

Students who defeat either of the masters in the school's ritual duel gains access to a feat that represents mastery of Candan and Moon's technique. For more on the feat, see page 162.

Challenging the Masters

A student can challenge one of the masters to a ritual duel during one of the school's four testing periods if the masters have deemed the student ready for the attempt. For more on the duel see page 18.

The duel is not a normal combat encounter, as it is not about reducing hit points. The only information you need to run a master through duel is listed in the section below. Each master incorporates an aspect of their school's master technique when they duel.

Challenging Master Candan

Attack Bonus: +7	Ability Scores:		
AC: See rules for setting the master's AC on page 18.	STR	DEX	CON
Speed: 35	13 (+1)	17 (+3)	14 (+2)
Initiative Bonus: +3	INT	WIS	CHA
# of Attacks Per Round: 2	15 (+2)	14 (+2)	10 (+0)

Dueling technique: When Master Candan is hit by an attack, he can use a reaction to fend off incoming strikes. Until the start of his next turn, he has a +5 bonus to AC, including against the triggering attack, which can turn a hit into a miss. Master Candan uses this technique once per duel.

Challenging Master Moon

Attack Bonus: +7	Ability Scores:		
AC: See rules for setting the master's AC on page 18.	STR	DEX	CON
Speed: 35	14 (+2)	17 (+3)	13 (+1)
Initiative Bonus: +3	INT	WIS	CHA
# of Attacks Per Round: 2	12 (+1)	13 (+1)	14 (+2)

Dueling technique: Immediately after rolling initiative, Master Moon can use her reaction before the first turn of combat to draw a weapon and move up to half her speed. If she ends this movement within reach of the other duellist, she can use her weapon to make one melee attack.

Lom and Salt's College of Arms

The College of Arms is the oldest of Obojima's sword schools, dating back to the early days of the Nakudama Age. It also remains unique in its approach. Students here not only learn the rudiments of swordsmanship but those who can convince the masters Lom and Salt will be taught the school's tradition of swordsmithing.

Blades crafted by either of the masters are works of art and are coveted by blade aficionados around the island. It's no secret that the masters of the other schools wield them.

The journey here is no easy achievement. In addition to its ancient origins, it is also the most remote of the sword schools, nestled in the upper reaches of Mount Arbora, cut into the very stone of the mountainside. According to the masters, those who make the ascent have taken the first step toward tempering the body and honing the will.

Philosophy

The philosophy that guides the masters is a simple one that has been passed down through the generations. A sword is a thing of terrible potential. To make one is to bring into the world the chance to do great harm. To Lom and Salt, it is their responsibility to ensure that those who would wield their swords or swords made in their tradition are worthy to do so—that such swords are drawn for the right reasons.

The Masters

Lom and Salt have served as masters together for the past six years. Salt, the senior master, mentored Lom, and when Salt's previous partner passed away, the new mastership passed to Lom. Hard-won mutual respect describes the relationship between them more than friendship, however. It is the reverence they share for the swordsmith craft that binds them. In the absence of students, the pair might never speak, preferring instead to communicate with each other using an ad hoc sign language that they developed over the years.

Master Lom (female human). Master Lom has a rough but friendly manner, with a sarcastic sense of humor. She lovingly calls new students ingots, a nod to the potential that exists in everyone to become something greater than they are. Just as an ingot can be worked and honed into a blade, so too can a person transform into something beautiful and useful. She believes this fully, as it is the path she took herself, and she is known to take under her wing students with a troubled past.

Before dedicating herself to swordcraft, Lom had an unsavory past as part of a bandit company that raided settlements in the foothills of Mount Arbora. When word reached her that a cache of prized swords was being kept at



the College of Arms, she led a handful of brigands up the mountain to steal them. There, she first encountered Master Salt, who fought off the attack by herself. Lom was in awe. She surrendered to Salt and pleaded to learn her craft. Salt initially dismissed the bandit, and it took Lom years of making amends for past deeds before she was accepted as Salt's disciple. But once accepted, she quickly took to her new trade and proved a talented warrior and smith.

Master Salt (female elf). It is said that the grim-faced master was born with a hammer in one hand and tongs in the other, such is the natural gift she possesses when it comes to forging swords. This is likely an exaggeration, but not by much, having grown up at the school among the din of hammers on metal. Even as a child, her skill had been recognized and fostered. She would spend weeks on end at the forge, working the metal to “free the blade within,” as she once said to her mentor. Little has changed since. She is tireless before the forge. When she starts a project, she dons her headphones, and with the sound of synth-pop in her ears, she strikes the first blows with her hammer.

With her reputation as a smith, her skill as a duellist could easily be overlooked. Her endurance is legendary, and she prefers to win by outlasting her opponent. It is this skill that she hopes to impart to her students—endure. She speaks little, and when she does, it's usually little more than a whisper. But one idea that she repeats is that “Things will get hard. Endurance allows us to act without rashness—the source of all mistakes.”

Proving One's Worth

"A sword is heavy in the worthy hand." This is engraved upon the wall in the school's common room, which might have been a temple in ancient days. When it was written is uncertain, and some even believe it predates and presages the arrival of the first swordmasters.

Students who wish to possess the secret techniques of the school must demonstrate not only how to use their sword, but also when to draw it. Therefore, part of studying here means the masters will likely send a student on an errand meant to be a test of character. How a student performs on these errands tells the masters whether or not that student is ready to progress in training.

The masters measure a student's actions on these errands using the following four virtues:

- ♦ "I drew my blade in defense."
- ♦ "I drew my blade to help another."
- ♦ "I kept a sword from an unworthy hand."
- ♦ "I did not draw my blade."

Challenging the Masters

If the masters agree that a student has demonstrated the right quality of character, that student can challenge one of them to a ritual duel during one of the school's four testing periods. For more on the duel see page 18.

The duel is not a normal combat encounter, as it is not about reducing hit points. The only information you need to run a master through a duel is listed in the section below. Note that these masters don't have special dueling techniques. Their specialty is in the forging of blades.

Challenging Master Lom			
Attack Bonus: +8	Ability Scores:		
AC: See rules for setting the master's AC on page 18.	STR	DEX	CON
Speed: 30	18 (+4)	11 (+0)	16 (+3)
Initiative Bonus: +0	INT	WIS	CHA
# of Attacks Per Round: 2	12 (+1)	13 (+1)	14 (+2)

Challenging Master Salt			
Attack Bonus: +8	Ability Scores:		
AC: See rules for setting the master's AC on page 18.	STR	DEX	CON
Speed: 30	18 (+4)	13 (+1)	17 (+3)
Initiative Bonus: +1	INT	WIS	CHA
# of Attacks Per Round: 2	12 (+1)	13 (+1)	9 (-1)

Master Technique— Forging a Blade

The master technique that students can learn at the College of Arms is not in the wielding of swords but in their creation. A student worthy in the eyes of the masters is welcomed into a secret sanctum—a special forge, where they are to forge a blade of their own under the tutelage of both masters. The process takes approximately two weeks to complete the blade.

Selecting Metal for the Blade

Before work can begin on the blade, the student is brought into a small storeroom where ingots of different metals are kept. Each metal, when added to the steel alloy, grants the new blade a certain property. Most blades the masters make contain two metals. Any more would make the blade unstable and prone to splintering. The student is allowed to select the two metals they would like to include in their blade.

The Metals. Below is a description of each metal and the properties they add to a blade.

- ♦ **Cobalt:** This metal makes a blade glow blue in the presence of spirits. The light radiates like that of a torch.
- ♦ **Copper:** This metal makes a blade forged with it a natural defense against electricity. While wielding this blade you reduce incoming Lightning damage by your proficiency bonus.
- ♦ **Lead:** This metal gives a blade made with it a mild nullifying effect on unwanted magic, granting its wielder advantage on a saving throw against magic once a day.
- ♦ **Nickel:** This metal makes a blade capable of channeling magic, allowing it to function as a spell focus. Blades forged with nickel are also magical.
- ♦ **Tungsten:** This metal makes a blade harder than most. A blade made with tungsten deals double damage to objects.
- ♦ **Zinc:** This metal gives a blade a musical property when it's drawn from its scabbard or swung through the air. Its high, whistling tone causes most animals to react strongly to it. When the blade's wielder swings it, they can gain expertise on rolls made for animal handling and intimidation as long as the target of the roll is a beast.

Once the blade has been forged, have the player describe their character's sword. What does the blade of the sword look like? Is it single-edged or double? How is the handle wrapped? Does it have a crossguard or other kind of hand protection? How about the scabbard? Does the sword have a name?

Tellu and Scale's School of Blades

By the standards of Obojima's other sword schools, Tellu and Scale's is quite unconventional. The school has no permanent location and no fighting manual. As Tellu and Scale migrate around up and down the western coast of the island, the school sets up camp wherever they stop, and the masters will teach whatever techniques or bits of wisdom they deem worthy at the moment. Their teaching style is intuitive rather than academic—from the gut and the heart more than the head.

Tellu and Scale's school is the newest and it is also the smallest in terms of how many students it has at any given time. This suits the offbeat masters fine, as they are fully aware their style isn't for everyone. Some students inevitably feel lost without the rigid structure that the other schools offer while others get frustrated by training that is not obviously relevant to swordsmanship. To the students who choose to leave their tutelage, Scale addresses them upon their departure, telling them that expectations can be shackles, and to return when they're ready to let go.

Philosophy

What prompted Tellu and Scale to form their unique school is a rejection of what they have come to call "the brittleness of forms." Both masters emphasize a spontaneous style that comes from the swordsman's intuition. Instead of stifling that intuition with rigid techniques, they aim to prime their students with conditioning that focuses on balance and bold creativity. Learning comes from living. The end goal is to foster a flexible mind, which results in a flexible fighting style.

The Masters

Tellu and Scale are like brothers. They share a love of swords and the sea. They became maritime adventurers on behalf of the Mariners' Guild, and in that time, they bonded over the philosophy of Flowow, the ancient Nakudama thinker who wrote, *The Tempered Mind*, which became the cornerstone of their approach to the sword. The masters each wield a blade which was crafted by the other—tokens from their time spent at the sword school on Mount Arbora, which has since become the school of the masters Lom and Salt.

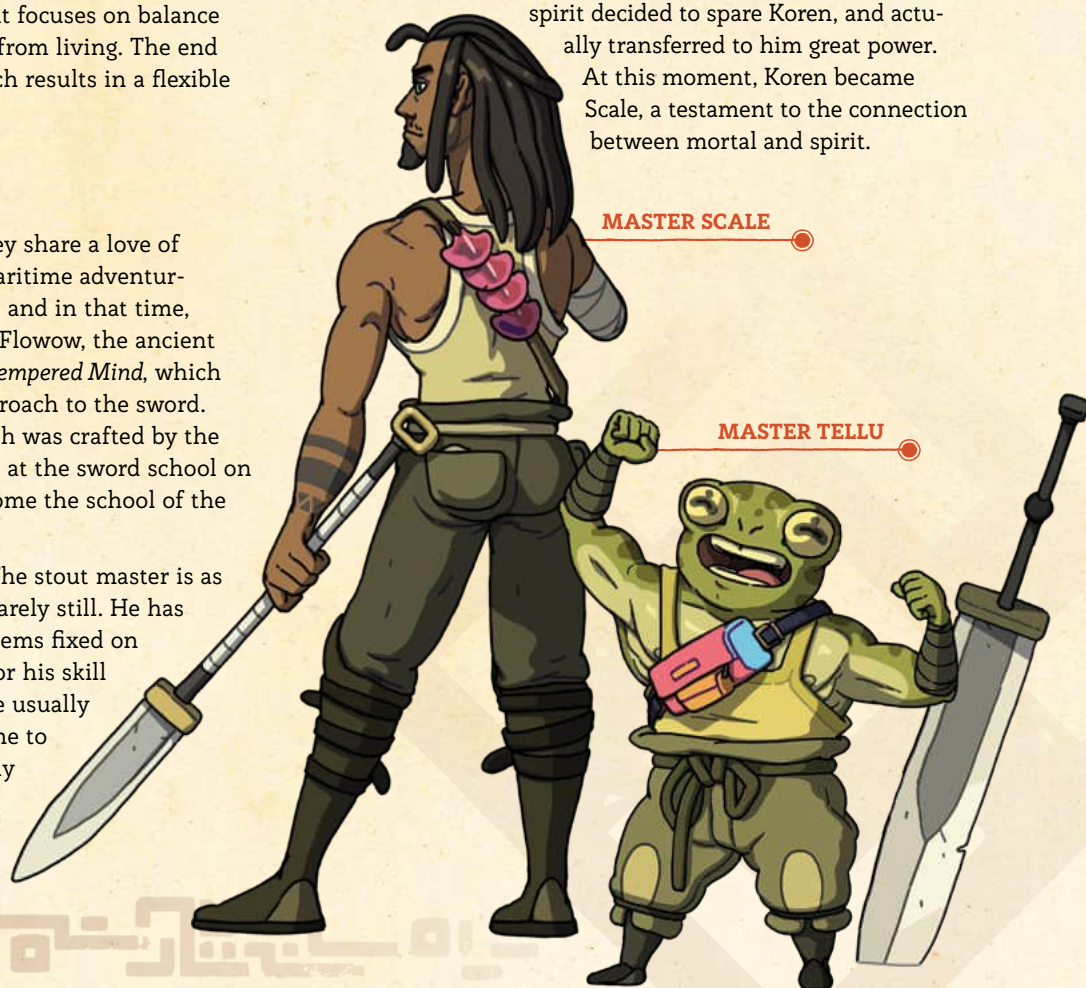
Master Tellu (male Nakudama). The stout master is as wide as he is tall, solidly built, and rarely still. He has a jovial manner, with a smile that seems fixed on his face. He has won great renown for his skill with a two-handed sword, though he usually laughs it off. The Nakudama has come to love instructing students, particularly new ones. Before dispensing a bit of particularly deep wisdom, he is

known to drink a potion that causes a long beard to sprout from his chin, allowing him to stroke it as he pontificates.

Master Tellu is an accomplished sand sculptor in the tradition of the people of Tidewater, who use magic to create permanent structures from sand. For more information on Tidewater and sand sculpting, see page 36.

Master Scale (male human). Scale has a down-to-earth and remarkably easy-going disposition. At times, it makes him come off as a fool and he is often underestimated, a fact that he might actually cultivate. As an instructor, he is full of encouragement, though he has been known to go hard on cocky students. Scale's expertise is at dueling with one-handed blades, an art he has honed since he lost one of his arms in the jaws of a mighty sea spirit many years ago. The ordeal did nothing to dampen his spirits, however. If anything, he came to regard his world as even more wondrous, and that life is full of unexpected turns and developments. The best anyone can do is ride the wave, a skill that takes practice and confidence.

Scale is far older than he appears. His prolonged youth is the direct result of his encounter with the sea spirit. Long ago, this spirit challenged Scale to a duel. This was nothing special for the spirit, who had done this every generation for centuries. Scale, who was then known as Koren, was a new sword master, whose rising fame captured the spirit's attention. The two fought—a battle that lasted a day and a night. At last, the spirit chomped down on Koren's arm. The pain was nigh unbearable, but it was enough to let him close in and drive his sword through the spirit's eye. Impressed with the mortal's resolve and willingness to suffer harm, the spirit decided to spare Koren, and actually transferred to him great power. At this moment, Koren became Scale, a testament to the connection between mortal and spirit.



Studying at Tellu and Scale's

Students who come under the tutelage of Masters Tellu and Scale should expect a loose and flexible instructional style. Meanwhile, the masters expect their students to be earnest in all things and approach learning with an open mind. The masters hold lessons when the mood strikes them, at any time of day or night.

Lessons with Master Tellu often revolve around toughening up the body, which he claims is the key to controlling it. "A body unfamiliar with hardship doesn't know what it's capable of." Master Scale emphasizes the versatility of thought that encourages students to find novel ways to overcome problems and enemies.

Both masters expect their students to explore on their own as well. They'll assign challenges meant to test a student's skill and push their will. These challenges might be a single feat or a kind of short quest. Below is a list of possible challenges, but feel free to create your own. The number of challenges that a character needs to complete to demonstrate their mastery is up to you, as is the duration of each one. Reward creativity.

Phalanx of Sand. One of the challenges that Master Tellu administers is a test of strength where students must charge through a gauntlet of sand structures created by the master himself. The structures are roughly humanoid in shape and spaced several feet apart in a long line. Master Tellu sets one minute on his First Age stopwatch, and the challenger must get through all the structures in that time using only their body to do so. Pushing through a structure requires a successful DC 12 Strength (Athletics) check. If a challenger succeeds five times before three failed attempts, they win the challenge. You can change the numbers as you see fit, however.

Fresh Fruit. According to this challenge, all one has to do is bring back a piece of fruit before it goes bad. This can't just be any fruit, however. It must be a prickly peach—a delicate fruit that bruises easily and rots after two days of being plucked from its tree. The prickly peach is found in one place, as far as the masters know, which is in a wild orchard in the southern reaches of the Gale Fields. The journey typically takes over a week on foot, so it requires some creative thinking to solve. There is no single correct method for accomplishing this challenge, so reward creative solutions. One thing to note is that when a prickly peach is picked, it gives off a rich, sweet aroma that attracts harpies.

Message in a Bottle. This challenge speaks to Master Scale's love of diving. In the Shallows, not far from the beach, there's a narrow trench that contains the hull of a sunken ship. Master Scale writes a message in a bottle, and places the bottle in a chest in the hull of the ship. All the challenger has to do is discover the contents of the message and relay it to the master. The challenger can't use magic, but it's otherwise up to them how they will accomplish the task. To add difficulty, the ship can be occupied by a monster or two.

Master Technique— The Versatile Blade

Tellu and Scale's master technique is all about keeping your enemy off balance. By design, the technique has no formal name.

Students who defeat either of the masters in the school's ritual duel gain access to a feat that represents mastery of Tellu and Scale's technique. For more on the feat, see page 164.

Challenging the Masters

A student can challenge one of the masters to a ritual duel during one of the school's four testing periods if the masters have deemed the student ready for the attempt. For more on the duel see page 18.

The duel is not a normal combat encounter, as it is not about reducing hit points. The only information you need to run a master through a duel is listed in the section below.

Challenging Master Tellu

Attack Bonus: +4

Ability Scores:

AC: See rules for setting the master's AC on page 18.

STR

DEX

CON

Speed: 30

18 (+4)

13 (+1)

14 (+2)

Initiative Bonus: +1

INT

WIS

CHA

of Attacks Per Round: 2

12 (+1)

16 (+3)

10 (+0)

Dueling technique: When wielding a versatile weapon in two hands, Master Tellu's powerful stance allows him to catch his target off guard. Whenever an enemy within his reach makes a melee weapon attack against him and misses, he can use his reaction to attempt to knock the attacker off balance. The target must succeed on a DC 16 Dexterity saving throw or be knocked prone.

Challenging Master Scale

Attack Bonus: +7

Ability Scores:

AC: See rules for setting the master's AC on page 18.

STR

DEX

CON

Speed: 30

16(+3)

16(+3)

13 (+1)

Initiative Bonus: +1

INT

WIS

CHA

of Attacks Per Round: 2

12 (+1)

16 (+3)

10 (+0)

Dueling technique: While wielding a versatile weapon in one hand, Master Scale's quick movements and agile defense allow him to regain ground even when his enemy advances. Once before the start of his next turn when he is missed by a melee attack from a creature within his reach, the attacker is pushed back 10 feet.

Toraf and Boulder's School of Guts & Grit

A squat, square tower built of stone looks out over the Brackwater Wetlands from its perch on the southernmost point of the Pale Hills, which run north to south through the region. Once a hunting lodge in the days of the Nakudama monarchy, the swordmasters Toraf and Boulder have adopted it as the location of their school, where they teach students to battle the dangers that lurk in the wildest part of Obojima.

The students who find their way here are often attracted by the school's reputation for its no-frills grit. And that suits Toraf and Boulder just fine, for those who seek out the masters' tutelage must be ready to prove their guts and bravery. Unlike other schools, Toraf and Boulder prefer field training to drills. There's always some peril that requires the masters' attention, so even the greenest students are expected to join the masters on expeditions into the wetlands. The way the masters see it, there's nothing quite like the possibility of real bodily harm to test one's mastery. Those who are not made of the hardest stuff are quick to quit the school.

Philosophy

The whole philosophy of the school can be summed up in the first thing Master Boulder says to new students: "If it's practical in a fight, use it. If it ain't, it'll get you killed." Everything else, Toraf and Boulder would argue, is a detail.

The Masters

Masters Toraf and Boulder are not friends. What binds them is the fact that they simply have more contempt for the other sword schools than they carry for each other. The duo became masters; the pair who previously carried the titles were killed by a sickness that had spread through the wetlands. Before the old masters died, they summoned Toraf and Boulder—their former disciples—to take up the charge.

At the school, they tend to stay out of each other's way. But occasionally, they spar to demonstrate techniques and this is when the volatility of their relationship boils over, as they inevitably come to blows.

Despite their differences, their teaching styles overlap in that both give their version of tough love, and both are in short supply of patience.

Master Toraf (male human). Master Toraf has a barking way of speaking and he possesses but one volume—loud. With his enormous frame, and onyx black armor and helm, he looks like a monster from the wetlands. It might be humorous if it wasn't terrifying. The intimidating master lives at the school. As a teacher, he's not the nurturing sort, and at any given moment, his bellows can be heard booming throughout the school as he rips a student's technique to shreds. He has a special name for those students who demonstrate what he calls a "special kind of stupid." These students,

he calls "hangnails." Master Toraf lives to challenge himself every day, and he expects his students to do the same.

Toraf has learned at every sword school on the island, and he remains convinced that the other masters are too content with the theory of fighting. Only at this school did he feel challenged. After attaining mastery here, he offered his skills to the highest bidder, working primarily as an armed escort for merchants. It was in the service of one such patron that he earned the nickname, "The Door," because of his habit of filling doorways entirely with his great bulk.

Master Boulder (male human). Master Boulder is the consummate survivalist. He prefers to stay outdoors, and unlike Master Toraf, he lives beyond the safety of the school, in a nearby camp in the wilderness. In fact, as much as the training he received from the previous masters of the school, he credits his considerable skill at fighting to years spent as a ranger of the Greenward Path, battling the monsters that stalk the wetlands. He has a restless manner, moving about in a semi-crouch as though he's always a moment away from pouncing on a foe just out of sight. He speaks in a low voice that forces his students to lean in to hear him. In the rare moments he is still, he busies himself with honing his sword edge with a whetstone.

He is driven by his ranger's oath to keep the region safe from unspeakable dangers, and he speaks of them often to his students. It's good to be scared, according to Master Boulder, for fear is the ultimate catalyst for action. The goal, therefore, is to prepare the mind and body to be useful when fear grabs hold, and not act like a buffoon.

Studying at Toraf and Boulder's

In certain respects, it would make more sense for the school to be called Toraf or Boulder's, as most students end up primarily following the teachings of one of the masters. Students under Master Toraf's tutelage live at the school



and accompany the master on his many adventures into the Brackwater Wetlands, where they aid wayward travelers in need of help in the wilderness.

Master Boulder's students are expected to camp in the wilderness. Here, he leads them on expeditions to track down some of the most dangerous monsters that stalk the wetlands.

Below is a list of possible expeditions into the Brackwater Wetlands, but feel free to create your own. The number of expeditions that a character needs to complete to demonstrate their mastery is up to you, as is the duration of each one.

Hunt a Crawler. Master Boulder leads the students into a particularly soggy part of the wetlands, which is a prime hunting ground for **crawlers**. The assignment is to take one down. This task could be made more difficult by having another one show up during the fight or by having the crawler dart deeper into the wetlands after snatching up one of the students.

Hunt a Slime. **Slime** tracks heading out of the Brackwater Wetlands have Master Boulder troubled. In this expedition, students must track and bring down a dangerous slime before it wanders into the Gale Fields. To complicate this, you might want to have a band of **howlers** stalking the students as they track their quarry.

Refugees in Peril. A disheveled and exhausted traveler collapses on the steps of the school. In a rasping whisper, he manages to say, "Hakumon's" before falling unconscious. After carrying the traveler to the infirmary, Master Toraf assembles his students and tells them to see what's happening at Hakumon's Ramen Shop (see page 91 for more information about the ramen shop). In this instance, the ramen shop has been overrun by a handful of **vespoma**, who have been tormenting the patrons with their enchanting speech.

Expedition to Polewater. Master Toraf sends a handful of students to Polewater on the eastern coast of the island to help them rebuild after the recent tsunami decimated the village. On the way, students might encounter refugees leaving Polewater or members of the Courier Brigade having trouble getting through the Wetlands. Once at the town, they might become embroiled in the effects of the Corruption. For more about the happenings in Polewater, see page 85.

Master Technique—Grim Skill Set

Toraf and Boulder are inheritors of the school's signature technique, not its creator. Also called the Striking Snake, the technique is actually three different strikes that each start from the same guard position. A master of this technique knows how to obscure the intended target until the last possible moment when the sword stroke could land on the enemy's head, torso, or leg. The technique was first developed to directly counter certain monsters found in the Brackwater Wetlands, and it's by battling those monsters that Toraf and Boulder expect their students to learn to master it.

Students who defeat either of the masters in the school's ritual duel gain access to a feat that represents mastery of Toraf and Boulder's technique. For more on the feat, see page 164.

Challenging the Masters

A student can challenge one of the masters to a ritual duel during one of the school's four testing periods if the masters have deemed the student ready for the attempt. For more on the duel see page 18.

The duel is not a normal combat encounter, as it is not about reducing hit points. The only information you need to run a master through a duel is listed in the section below.

Challenging Master Toraf

Attack Bonus: +8	Ability Scores:		
AC: See rules for setting the master's AC on page 18.	STR	DEX	CON
Speed: 30	18 (+4)	13 (+1)	17 (+3)
Initiative Bonus: +1	INT	WIS	CHA
# of Attacks Per Round: 2	12 (+1)	13 (+1)	9 (-1)

Dueling technique:

Head Strike. Before Master Toraf makes a melee attack with a weapon that he is proficient with, he can choose to take a -5 penalty to the attack roll. If the attack hits, the target has disadvantage on the next attack roll it makes before the end of its next turn.

Torso Strike. Before Master Toraf makes a melee attack with a weapon that he is proficient with, he can choose to take a -5 penalty to the attack roll. If the attack hits, the target can't speak until the start of your next turn, after which it is immune to the effects of Torso Strike for the next minute. Master Toraf can only use one of these strikes per attack.

Challenging Master Boulder

Attack Bonus: +8	Ability Scores:		
AC: See rules for setting the master's AC on page 18.	STR	DEX	CON
Speed: 30	12 (+1)	18 (+4)	15 (+2)
Initiative Bonus: +4	INT	WIS	CHA
# of Attacks Per Round: 2	12 (+1)	16 (+3)	11 (+1)

Dueling technique:

Head Strike. Before Master Boulder makes a melee attack with a weapon that he is proficient with, he can choose to take a -5 penalty to the attack roll. If the attack hits, the target has disadvantage on the next attack roll it makes before the end of its next turn.

Leg Strike. Before Master Boulder makes a melee attack with a weapon that he is proficient with, he can choose to take a -5 penalty to the attack roll. If the attack hits, the target's speed is reduced by 10 feet (to a minimum speed of 10 feet). This effect lasts until the start of his next turn. Master Boulder can only use one of these strikes per attack.

PLAYER OPTIONS



Prepare to set out on the road and explore the island of Obojima! This chapter presents player-facing material that will help you make a character for your Obojima adventure. It's meant to be used alongside the *Player's Handbook*.

In this chapter, you'll find the following sections:

Ancestries of Obojima: This is an in-depth look at the humans and elves of the island as well as an introduction to two new ancestries—the frog-like Nakudama and the ever-curious dara. It also offers guidance on how to introduce other D&D ancestries that are not canonically part of Obojima.

Subclass Options: Eleven new subclass options that are connected to the lore of Obojima.

Backgrounds: Six new backgrounds will help build characters rooted in the world.

Languages: Three new languages.

Equipment & Mechanics: This is a collection of new weapons, armor, and adventuring gear, as well a handful of relics from the First Age.

Feats: Twenty new feats, some of which are unlocked through the course of an adventure.

Skills: Two new skills that interact with the electronics and machinery of the First Age.

ANCESTRIES OF OBOJIMA

The ancestries found on the island of Obojima include humans, dara, elves, and Nakudama. The culture and history of the world is built around them and them alone. If you want to fully immerse yourself in the Obojima experience, you'll probably want to choose from among these ancestries.

That's not to say you can't play other ancestries. It just means you'll have to introduce them to the island in your own unique way. For adapting existing 5e ancestries, see page 130.

Humans

Though they were not the first to arrive on the island, humans account for Obojima's most plentiful people. Most humans live in farming and fishing communities, preferring a modest, quiet existence among close friends and family. But it's also within humans that the spark of adventure burns brightest, and it's not uncommon for humans to yearn to travel the island and explore its mysteries for a time before returning to a simpler life.

From the Sea

The humans of Obojima regard the island as home, but it's clear that it was not always so. Nakudama records tell of the coming of humans on a fleet of ships that were scuttled upon landing. Whether these humans were refugees, intrepid adventurers, or simply lost at sea remains unclear.

One interesting note from that time reaches us from a scroll penned by the sage Ati the Learned who referred to the event in several places as the return of the humans. The "return theory", as current historians call it, is hotly debated, though it's clear that First Age technology is curiously connected to humans.

Dara

Dara are a mysterious people that emerged from the forests of Obojima less than 300 years ago. No one knows if they are from Obojima itself or if they came from another realm. Even the dara themselves speculate as to their origin, though most believe they are all descendents of an enigmatic figure known as the First Dara. What is known about the dara is that they are insatiably curious, a gift they claim is from their progenitor. Dara often gravitate toward being wanderers, seeking out anything that interests them, and many scrawl notes and sketches as they are observing. It's hard to know what a dara will be fascinated by next, as they are just as interested in a small bug trundling over a leaf as they are a sinuous dragon flying through the sky.

A Message From the Past

Dara possess a unique gift—the ability to absorb a vast amount of information in an instant through contact with a magical glyph. These magical symbols, which resemble large fingerprints, are found on trees throughout Obojima and can only be seen by dara. A dara who touches one of these glyphs taps into its reservoir of knowledge. Through it, a dara could learn not just information, but also new skills. It is widely believed that many of these glyphs were left by the First Dara to guide future generations.

Dara Lifecycle

It's widely understood that one dara's life begins where another ends. When a dara is about to die, their final act is to capture what remains of their soul and store it into a single glyph, which they place upon a tree. Known as a parting glyph, it is imbued with the dying dara's identity, memories, and skills. There, the glyph waits until it can be claimed by a new dara.

A dara is born from the earth, emerging into Obojima, fully formed, through the roots of a tree that bears a parting glyph. Most are born from trees in the sacred grove in Roa Kala, the ancestral homeland of the dara (see page 94 for more on Roa Kala), but it could be anywhere a dara has died. When a dara leaves the soil, they are a blank slate, aware and without identity until they touch the parting glyph found at the base of their tree.

Parting glyphs give young dara a set of intellectual tools to function. In the form of memories, the glyphs offer the previous dara's perspective about a world yet to be experienced. For many dara, the parting glyph leads them to Roa Kala and from there they choose their new life.



Dara Traits

Your dara character gains traits that enable it to traverse and flourish on the island of Obojima.

Ability Score Increase. One ability score of your choice increases by 2, and another ability score of your choice increases by 1.

Age. From the moment dara pop into existence they have all basic motor functions mastered. By the time a month has passed they are a fully functioning member of society. It's unknown how long a dara can live for, but the average is roughly 100 years.

Alignment. Dara tend to lead slow-paced observant lives. Their natural curiosity and desire to learn often leads them down a life as passive bystanders. They're not easily swayed and tend to stay neutral both in conflict and life.

Size. Dara naturally come in a variety of sizes ranging anywhere from 2 to 7 feet tall, with a weight between 65 and 300lbs. Your size is either small or medium depending on which type of dara you are: Small (red) or Medium (blue)

Speed. Your base walking speed is based on your size: 25 feet if you're Small, or 30 feet if you're Medium.

Languages. You can speak, read, and write Common and one other language of your choice.

Awakened Skills. You gain proficiency in three skills of your choice.

Create Talisman. As an action, you can create a magical paper talisman, which can bestow unique abilities to any creature in possession of it. When you do so, choose one of the following forms for the talisman:

- ♦ **Sun Talisman.** A creature in possession of this talisman can use its bonus action to activate the talisman, granting it the benefit of the Disengage or Dash action (its choice).
- ♦ **Earth Talisman.** When a creature in possession of this talisman is reduced to 0 hit points but not killed outright, the talisman activates, causing the creature to drop to 1 hit point instead.
- ♦ **Moon Talisman.** This paper talisman can be placed on any weapon as an action. The next time this weapon successfully hits a target, the talisman activates, dealing extra radiant damage equal to your level.

The talisman lasts for 1 hour or until it is activated. Once you use this trait, you can't do so again until you finish a long rest.

Sacred Revelation. You possess an innate gift allowing you to perceive and absorb information from the peculiar glyphs strewn across the island. These glyphs take the form of intricate symbols resembling thumbprints and hold the potential to convey anything from simple

messages, to complex skills to you. As an action you can touch and absorb any information stored inside one of these glyphs.

Impart Knowledge. In Dara culture, the individuals who go on to obtain wisdom truly worth sharing are blessed with a unique ability to impart glyphs before their death. This extraordinary skill is revered amongst the dara.

When you reach 10th level, you gain the ability to impart messages through dara glyphs. As an action you can press your hand against any surface and create a thumbprint shaped glyph unique to you. When creating this glyph you recite a message, which is stored inside the magical symbol. The glyph can only be seen by other dara and can be absorbed by using the Sacred Revelation ability.

The Color of Dara

Dara come in two distinct forms, with many unique features between them, but most refer to them by their color: blue or red. There are no social differences between blue and red dara, and they seem to appear in equal numbers. The origin of the two types is unknown, though there is a belief among them that the First Dara looked like an amalgamation of both types.

BLUE DARA

Blue dara are usually between 6 and 7 feet tall, with blue-hued skin and a single large eye found in the middle of their head. Their body is completely void of hair and they're normally quite stout.

As a blue dara you gain the use of the knowledge talisman and are able to produce it once per day in addition to other talismans you know.

Knowledge Talisman. As an action, you can create a knowledge talisman. When a creature in possession of this talisman makes an ability check, it can activate the talisman, rolling a d6 and adding the number rolled to the check; the creature can roll the die before or after making the ability check. The talisman lasts for 1 hour or until it is activated. Once you use this trait, you can't do so again until you finish a long rest.

RED DARA

Red dara are much shorter, with an average height between 2 and 3 feet tall. In addition to their smaller stature, they are easily distinguished from their larger kin by the bright red hue of their skin and their two eyes.

As a red dara you gain the use of the might talisman and are able to produce it once per day in addition to other talismans you know.

Might Talisman. As an action, you can create a might talisman. When a creature in possession of this talisman makes a saving throw, it can activate the talisman, rolling a d6 and adding the number rolled to the save; the creature can roll the die before or after making the saving throw. The talisman lasts for 1 hour or until it is activated. Once you use this trait, you can't do so again until you finish a long rest.





Elves

The elves of Obojima possess a deep and special bond with the enigmatic Spirit Realm and its native spirits. Unlike other inhabitants of the island, the elves do not form distinct communities or enclaves as they are not a people in the traditional sense. This is because elves are born to human parents. While this occurrence is uncommon, it is not so infrequent that it is met with disdain or apprehension. Instead, it's simply understood that an elf exists with one foot in two worlds.

Marked by the Spirits

Every elf shares common physical traits such as pointed ears and their keen ability to see in the dark. However, what sets Obojiman elves apart is the presence of Oaka Marks. Each elf bears a unique mark that symbolizes their connection to the Spirit Realm. These mystical glyphs appear as shimmering birthmarks and vary in size from that of a coin to large enough to cover an entire limb.

Beyond being mere physical markers, Oaka Marks hold deep significance for elves. They represent their profound bond with the spirit world and have the potential to bestow unique supernatural abilities.

Spirit Guide by Circumstance

Throughout the ages, the islanders and spirits have coexisted harmoniously, although it would be misleading to claim that they always agree on everything. Consequently, elves often find themselves acting as intermediaries when conflicts arise between spirits and folk from the Physical Realm.

Elf Traits

You, along with other elves, have been gifted a unique set of traits akin to the spirits that inhabit the island of Obojima.

Ability Score Increase. One ability score of your choice increases by 2, and another ability score of your choice increases by 1.

Age. Elves reach adulthood in their late teens and live less than a century.

Size. Elves vary in height, which ranges from 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

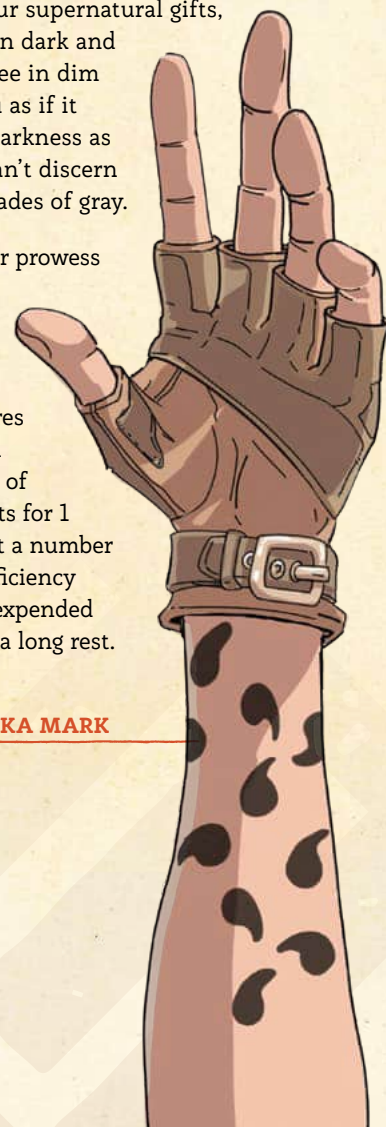
Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common.

Darkvision. Thanks to your supernatural gifts, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Ethereal Sight. Your ocular prowess doesn't stop at darkvision. Additionally, you can use an action to shift your sight into the ethereal, allowing you to see creatures on the Spirit Realm, which appear as glowing outlines of themselves. This effect lasts for 1 hour. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

OAKA MARK



OAKA BIRTHMARK

Courage. You know the **Resistance*** cantrip and can cast it without requiring material components. When you reach 3rd level, you can cast **Heroism*** as a 2nd-level spell once with this trait, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Fury. You know the **Sacred Flame*** cantrip. When you reach 3rd level, you can cast **Shatter*** once with this trait, requiring no material components, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Harmony. You know the **Guidance*** cantrip. When you reach 3rd level, you can cast **Calm Emotions*** once with this trait, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Nature. You know the **Dancing Lights*** cantrip and can cast it without requiring material components. When you reach 3rd level, you can cast **Animal Messenger*** once with this trait, requiring no material components, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Purity. You know the **Spare the Dying*** cantrip. When you reach 3rd level, you can cast **Lesser Restoration*** once with this trait, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Selflessness. You know the **Resilient Friendship** cantrip. When you reach 3rd level, you can cast **Gift** once with this trait, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.



Nakudama

A sweet treat left untasted, a hot spring left undipped in, a warm fire left unshared—all considered tragedies by a people driven to indulge in all the comforts and curiosities Obojima has to offer. To the other peoples of the island, the amphibious Nakudama seem to partake in all things with a sense of eagerness and excitement.

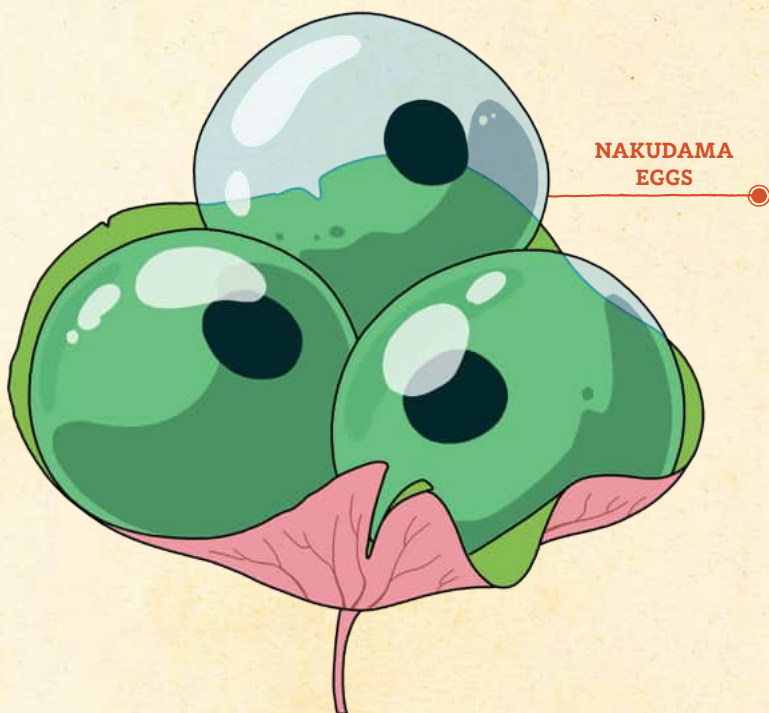
Nakudama tend to eschew enclaves for the more cosmopolitan settlements scattered across the island. They are highly social. Patrons of tea houses, taverns, and inns are sure to hear the booming, croaking voices of Nakudama mingling with crowds.

Did I Ever Tell You the Story About...

Life is too short to spend time on anything not worth recounting in an over-the-top tale later. Sharing and collecting stories is among the most cherished Nakudama traditions. It's what motivates many Nakudama to travel the island or frequent social gatherings. A quality story doesn't just happen, however. Any Nakudama will tell you it's one part lived experience and two parts showmanship, which includes creative license and allows for at least a bit of exaggeration. The art can be practiced, but experience must be earned. Therefore, Nakudama tend to venture out regularly in search of novel stories to share.

Obojima's Earliest Inhabitants (Perhaps)

Though the details have been lost to history or exaggerated over years of storytelling, it is generally believed that the Nakudama were the first people to call Obojima



home. Several sites around the island point to an ancient Nakudama civilization, and many settlements appear to incorporate Nakudama architecture, which is noteworthy for its water features.

Other evidence that suggests an earlier Nakudama Age comes from the tales, which are filled with the fantastical feats of a powerful Nakudama queen. Though often overly dramatic in the portrayals, her exploits seem to line up with recent archaeological findings.

Nakudama Traits

Your Nakudama character gains traits that enable it to traverse and flourish on the island of Obojima.

Ability Score Increase. One ability score of your choice increases by 2, and another ability score of your choice increases by 1.

Age. Young Nakudama learn to walk and swim in shallow waters just a few weeks after birth. They reach adulthood by the age of 10 and live an average of 45 years.

Size. Nakudama adults stand 2 to 3 feet tall and weigh 50 pounds on average. Your size is Small.

Speed. Your base walking speed is 25 feet and you have a swimming speed of 30 feet.

Amphibious. You can breathe air and water.

Standing Leap. Your long jump is up to 20 feet and your high jump is up to 15 feet, with or without a running start.

Languages. You can speak, read, and write Common and Naku Naku.

Grasping Tongue. As a bonus action, you can lash out your tongue at an object you can see within 15 feet of you that weighs no more than 5 pounds and pull it to you, catching it in your open hand or allowing it to fall at your feet. If the object is being worn or carried by a creature, the creature must succeed on a contested Strength check or have the object pulled away from it.

Latching Tongue. As a bonus action, you can extend your tongue to latch onto a surface or creature that is at least one size larger than you, pulling yourself toward it. The target must be no more than 15 feet away from you.

Other Ancestries

The following section provides context for how existing DnD ancestries are represented on the island of Obojima.

Dragonborn

Dragonborn do not naturally exist in the world of Obojima but could come to exist through other means.

D4 Origins

- | | |
|---|--------------------------------------------------------------------------------------------------------------|
| 1 | You are the last descendant of an ancient people that called the island home before the era of the Nakudama. |
| 2 | You were birthed by the sea and are revered as royalty by fishfolk and other ocean dwellers. |
| 3 | You are seen as the harbinger who is marking the return of the great dragon Yutro. |
| 4 | You were cursed to take this form by a dragon after you were caught stealing from it. |

Dwarves

Dwarves do not naturally exist in the world of Obojima but could come to exist through other means.

D4 Origins

- | | |
|---|---------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | You and your people have been trapped in stone under the ocean for centuries. During a recent low tide you and your people were discovered. |
| 2 | Your parents traded their subservience to a spirit so that their child would be born with gifts unlike any human or elf. |
| 3 | A dara sculptor crafted a statue with such passion and love that the island imbued it with life. |
| 4 | During the recent earthquake, a portion of Mount Arbora cracked open, releasing you and your people. |

To play one of these existing DnD ancestries you must either use the charts below to define your character's origins—or create a unique origin of your own design.

Gnomes

Gnomes do not naturally exist in the world of Obojima but could come to exist through other means.

D4 Origins

- 1 After being trapped in the wandering forest for several days, you were forced to eat a strange fruit which changed your body.
- 2 You were swallowed by an ancient spirit and spit back up 3 days later. Your body is forever altered from the experience.
- 3 You were an apprentice witch whose potion brewing experience led to your current form.
- 4 You were once a pixie, but after you found a falling star, you made a wish to be human.

Half-Orcs / Orcs

Half-Orcs/Orcs do not naturally exist in the world of Obojima but could come to exist through other means.

D4 Origins

- 1 You were cursed by a witch who was jealous of your beauty.
- 2 You were once an ogre but after falling in love with a human you slowly began to change form.
- 3 You were born to human parents like an elf, but are seen as more spirit than human.
- 4 You are the first green dara.

Halfling

Halflings do not naturally exist in the world of Obojima but could come to exist through other means.

D4 Origins

- 1 Although you are an adult, a curse placed on you long ago has kept you looking like a child.
- 2 You passed through what you thought was a portal to the Spirit Realm and instead exited at a random location on the island in your current form.
- 3 A group of beachcombers found you buried under the sand. When you awoke, you couldn't recall how or why you were half the size of a human.
- 4 You were once a Nakudama who, through a deal with a powerful mage, transformed into a human, but you've kept your small stature.

Tieflings

Tieflings do not naturally exist in the world of Obojima but could come to exist through other means.

D4 Origins

- 1 You were once human, but after spending many years within the Spirit Realm, your body began to change.
- 2 You are a spirit that has been cast out of the Spirit Realm and trapped in a material form.
- 3 You washed up on the corrupted coastline and have no recollection of your previous life.
- 4 You died at the hands of an evil spirit and were reborn an amalgamation of yourself and the spirit that killed you.

SUBCLASSES

The section below details eleven new subclasses intertwined with the island of Obojima, its culture, and its creatures. These variants of the classic archetypes are not the only character types you'll find on the island, but they do provide a playstyle that feels uniquely Obojiman.

Path of the Belly Brewer

Barbarian

These barbarians are masters of brewing potions on the fly—directly in their guts! Where others must painstakingly prepare potions with finesse, they channel their inner hunger to unlock the latent magic within raw ingredients without any prep.

Those born with the rumble in their belly often find that regular food can't quite satisfy. They require something more unusual. A generation ago, a handful of adventurous eaters with the appetite set out to find a way to appease their seemingly unappeasable appetites. This is how they

discovered “belly brewing.” Certain morsels consumed together not only quieted the rumble for a time, but they also yielded the potion-like effects they’ve since come to be known for.

Belly Concoction

Starting at 3rd level, you learn the hard-earned skill of belly brewing, an arcane technique in which you swallow, mix, and brew magical concoctions inside your gut, creating a number of unique effects.

When you enter your rage, you focus your energy to harness and activate the effects of a belly concoction. Choose combat, utility, or whimsy. You gain the effects of the chosen belly concoction, as detailed below. You can change your belly concoction each time you rage.

COMBAT

Your body undergoes a unique change which magically alters your physical form, giving it the characteristics of rubber. While in this elastic state, you can use your reaction when you are hit by a ranged attack, deflecting it with your belly. When you do so, the damage you take from the attack is reduced by 1d12 + your Constitution modifier + your barbarian level.

Additionally, immediately before you make a melee weapon attack on your turn, you can use your bonus action to stretch your arms, increasing your reach by 5 feet for the rest of the turn. The first time you hit while your arms are stretched in this way, the attack deals an extra 1d6 damage of the weapon's type.

UTILITY

The bubbling elixir in your stomach is perfectly mixed to dissolve and absorb anything you can swallow. As a bonus action, you can consume any object you can fit in your mouth. When you do so, you can expend one of your Hit Dice as part of this bonus action to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1). Swallowing an object in this way destroys it, provided the object isn't magical. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.



WHIMSY

You focus on the magical brew inside you, only to get an array of strange and unruly effects. While in this state, you gain one of the following effects at the start of each of your turns:

- ♦ You teleport to an unoccupied space within 10 feet of you that you can see.
- ♦ You take 1d4 necrotic damage; the next ability check you make before the end of your turn gains a bonus equal to the number rolled.
- ♦ You can immediately take the Help action as a bonus action.

Additionally, you gain a random visual effect that accompanies the other whimsical features, such as your hair turns to moss, a spectral bird circles above your head, or a tattoo of a dancing man appears on your person and moves about your body.

Side Effects

At 3rd level, you gain a number of magical side effects due to the countless magical ingredients you've ingested. You learn the **Prestidigitation*** and **Thaumaturgy*** cantrips.

Quick Brew

Beginning at 6th level, you've learned how to better control the effects your belly concoction produces.

Choose a common potion that you would normally consume. You can activate the effects of the chosen potion as a bonus action. Once you activate it, you can't do so again until you finish a long rest. If the potion's effects require a saving throw, the DC equals 8 + your proficiency bonus + your Constitution modifier.

Each time you gain a level in this class, you can swap your chosen potion with a different one.

An alternate way of using this feature is to only allow the player to choose from a list of potion recipes that they're aware of. If the belly brewer has yet to learn any potion recipes, then the GM should provide a list of 10 options to choose from.

Lingering Effects

At 10th level, the ever-present concoction in your stomach is now so potent it grants you benefits even when you aren't raging.

When you finish a long rest, choose one of the following conditions: blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, or stunned. You have advantage on saving throws against that condition until you choose a different one with this feature.

Mighty Quick Brew

Starting at 14th level, you learn an additional common potion as well as an uncommon potion, using your Quick Brew feature.

Each time you gain a level in this class, you can swap one of your chosen potions with a different one.



College of Masks

Bard

To be a bard from the College of Masks is to be a theater actor capable of losing themselves in a role by using masks they imbue with magic. Through these masks, bards can mimic others and even take on attributes of the personas their masks depict.

To see the world through another's eyes. To show the world a face not your own. To become someone else. These are the actor's pursuits. Some local players might putter

about on the stage as a hobby or distraction, but not bards of the College of Masks. Like liquid bronze being poured into a mold, these actors have turned their sense of self into a malleable thing able to transform themselves into someone else.

Tradition of Performance

The College of Masks not only describes the bard, but it also refers to an Obojiman theater tradition where a solitary masked actor plays out a story from the island's myths and folktales, which feature a set of archetypal characters such as the Old Man, the Fish, and the Demon, among others. Throughout the show, the actor artfully shifts between masks depicting each character. Each performance is its own special thing, as no two are the same.

Tools of Performance

When you join the College of Masks at 3rd level, you gain the ability to weave arcane boons into theater masks, which grant you abilities while you wear them. You craft two masks of your choice, which are detailed under the "Masks" section below. You're able to craft one additional mask of your choice when you reach 7th, 11th, and 15th level in this class. Each time you craft a new mask, you can also replace one mask you've already crafted with a different one.

While wearing a mask you gain the abilities granted by it. You can don or swap masks as an action or bonus action. If an ability from a mask requires a saving throw, the DC is equal to your bard spell save DC.

Copypat

Starting at 3rd level, you gain the ability to quickly shift your appearance to match that of a person. As an action, you can expend one use of Bardic Inspiration to cast the **Alter Self*** spell, using the spell's Change Appearance option to transform into another humanoid you have seen. When cast in this way, the spell has the following changes:

- ♦ It doesn't require your concentration, but you can still end the spell at any time (no action required).
- ♦ You gain 5 temporary hit points, and the spell ends early if you lose all these hit points or die.
- ♦ You gain new equipment that you would associate with the target and are aware of it possessing, such as its clothing, armor, weapons, and other small belongings. Any equipment gained in this way has no magical properties, even if the original object used by the target does.
- ♦ Any equipment you were wearing or carrying merges into your new form and you can't activate, use, wield, or otherwise benefit from any of it.

Alter Self

Change Appearance. You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you can use your action to change your appearance in this way again.

Many-Masked Performance

At 6th level, you gain the ability to enthrall an audience with a dramatic performance. Over the course of 1 minute, you can engage in a captivating performance and attempt to cause nearby creatures to become charmed, frightened, or fall unconscious (your choice). Choose a number of creatures up to your bard level within 60 feet of you that can hear you. When the performance ends, each target must succeed on a Wisdom saving throw against your spell save DC or be subjected to the chosen condition.

Once you use this feature, you can't use it again until you finish a long rest.

Gift of Theatre

At 14th level, you gain the ability to give one of your theater masks to an ally within 5 feet of you. As an action, you temporarily release the incantation that binds your theater mask to you, allowing one of your allies to use it. The mask can be used in this way for 1 minute and only one other creature can be designated to use it.

Once you've given an ally a theater mask, you can't do so again until you finish a short or long rest.

Masks

The masks are presented in alphabetical order.

Demon (7th Level Required). While wearing this mask you gain the abilities Arcane Memory and Demon Eye.

- ♦ **Arcane Memory.** While wearing this mask, you can use an action and expend a spell slot of 1st level or higher to magically learn whether a creature or object you specify has been within a 20-foot radius of your current location in the past 24 hours. If you expend a spell slot of 3rd level or higher, you get a brief vision of the creature or object while it was there, and you learn the exact time the creature or object was present.

♦ **Demon Eye.** As an action, you gain the ability to magically see through solid objects to a range of 15 feet. Your vision penetrates most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Harpy (11th Level Required). While wearing this mask you have a flying speed of 30 feet and resistance to psychic damage.

Fish. While wearing this mask you gain a swimming speed equal to your walking speed and the ability to breathe underwater. Additionally, you know the **Water Bullet** and **Whelm Weapon** spells.

Fox. While wearing this mask, you can move through a hostile creature's space, regardless of its size, and another creature's space isn't difficult terrain for you. Additionally, your AC increases by 1 and when you make a Dexterity saving throw, you can use your reaction to gain advantage on the roll.

Golem (7th Level Required). While wearing this mask, your weapon attacks deal an extra 1d8 damage on a hit. If you are Small, you don't have disadvantage on your attack rolls with weapons as a result of the heavy property. In addition, your attacks and spells deal double damage to objects and structures.

Old Man. While wearing this mask, you can cast **Detect Magic*** and **Identify*** at will, without expending a spell slot or material components.

Protagonist. When you roll initiative while wearing this mask, you gain temporary hit points equal to half your bard level (rounded up). As a bonus action, you can mark a creature as your antagonist for 1 minute. For the duration, you have advantage on ability checks involving your antagonist. Additionally, when you see your antagonist make an attack, you can use your reaction and expend a use of your Bardic Inspiration, rolling a Bardic Inspiration die to reduce the attack roll by the number rolled on the die.

Sea Urchin. While wearing this mask, you can use a bonus action and expend a use of your Bardic Inspiration, rolling a Bardic Inspiration die to heal yourself for a number of hit points equal to the number rolled plus half your bard level (rounded up).

Additionally, you can use an action to attempt to immobilize a creature you can see within 30 feet of you, injecting it with magical toxins. The target must succeed on a Constitution saving throw or become restrained for 1 minute. At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success. You can use this ability a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Spirit (7th Level Required). While wearing this mask, you know the **Speak with Dead*** spell. Additionally, you can expend a use of your Bardic Inspiration to temporarily move through the Spirit Realm. Whenever you would move, you instead step through the veil and into the Spirit Realm in the area where it overlaps with your current plane. You remain in the Spirit Realm until you stop moving or your turn ends. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take 1d10 force damage.

While on the Spirit Realm, you can only affect and be affected by other creatures on that plane. Creatures that aren't in the Spirit Realm can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so. You ignore all objects and effects that aren't on the Spirit Realm, allowing you to move through objects you perceive on the plane you originated from. This effect lasts until the end of your turn.

Stone Mask. While wearing this mask, you gain proficiency in the Athletics skill and all bludgeoning, piercing, and slashing damage you take from nonmagical attacks is reduced by 2. Additionally, you have advantage on ability checks and saving throws against being pushed, pulled, or knocked prone while wearing the mask.



Circle of the Petal

Druid

In the tranquil groves where nature's harmony sings loudest, there exists a circle of druids attuned to the delicate dance of petals upon the breeze. These druid guardians of the natural world, known as the Circle of the Petal, draw their power from the spirit of Obojima, the steady island breeze and the ephemeral beauty and resilience of flowers. Embracing these subtle powers, they harness the whispers of the wind and the gentle caress of petals to weave their enchantments and shape the world around them.

Members of the Circle of the Petal are revered for their deep connection to the sacred dawn petal tree and their ability to evoke its serene splendor in both peaceful sanctuaries and in dire situations. These druids become conduits of life energy, channeling the essence of blossoms into healing balms, protective barriers, and devastating bursts of floral fury. Guided by the eternal cycle of growth, bloom, and decay, they embody the ever-renewing vitality of nature, ensuring that even in the darkest of times, hope blossoms anew like petals on the wind.

Petal Dance

At 2nd level, you become permeated with the spirit of Obojima and are now able to control a fraction of Obojima's magic that manifests as flower petals of the druid's choosing. As a bonus action, you can expend a use of your Wild Shape to call on this power and conjure a resilient cloud of petals that functions as an extension of your own being. This cloud lasts for 1 hour. While enveloped by the cloud, your AC increases by 1 and you gain the following benefits.

As a bonus action, you can cause your petals to lunge toward a creature you can see within 30 feet of you, slashing at its body. Make a ranged spell attack against the target using your spell attack bonus. On a hit, the target takes 1d6 slashing damage. This damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Additionally, when you or a creature you can see within 10 feet of you takes damage, you can use your reaction to reduce that damage by an amount equal to your druid level + your Wisdom modifier. Once you've used your petal cloud in this way, the cloud dissipates.

Petal Beast Mimicry

At 6th level, you gain the ability to imbue life into your petals. As an action, you can summon a spirit that has the appearance of a creature of your choice. This spirit arrives as a great wind that overtakes the petals before transforming into the desired beast, which you control. The spirit uses the **bestial spirit** statistics, with the following changes:

- ♦ Its hit points are equal to three times your druid level.
- ♦ When it takes the attack action its attack modifier is equal to your spell attack modifier.
- ♦ In addition to its walking speed, it has a flying speed of 20 feet and can hover.
- ♦ It can move through the space of other creatures as if they were difficult terrain.

The spirit appears in an unoccupied space of your choice within 30 feet of you and acts on your turn. The spirit can only take the Dash and Attack action. If the spirit is reduced to 0 hit points, it explodes in a stunning spectacle of cascading petals. Until the end of your next turn, all creatures within a 20-foot radius centered on the spirit are affected by the *Faerie Fire* spell. Alternatively, the spirit disappears after 1 minute or if you dismiss it early (no action required).

Starting at 11th level, you can expend two uses of this ability to summon two bestial spirits, instead of one, when you use this action.

You have two uses of this feature, and you gain an additional use of it when you reach certain levels in this class: 11th level (three uses) and 16th level (four uses). You regain all expended uses of this feature when you finish a long rest.



Spirit of Obojima

Starting at 10th level, the spirit of Obojima comes to your aid in both subtle and grand ways. Whenever making a Wisdom (Survival) check to find a path or creature, the wind carries a collection of brilliant white petals in the direction you seek. You have advantage when making these skill checks.

Additionally, you can use an action to magically call forth a massive swarm of petals, which create a great barrier. In a space that you can see, a wall of shifting petals forms. This wall is 1 foot thick, 15 feet tall, and up to 60 feet long. It appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

Nothing can physically pass through the wall except for creatures designated by you. It is immune to all damage, as the petals magically heal any hole that would be created by an attack or effect. This wall lasts a number of minutes equal to your druid level.

Once you use the petal barrier, you can't use it again until you finish a long rest.

Winds of Revival

Starting at 14th level, the spirit of Obojima comes to your aid in your times of greatest need. When you are reduced to 0 hit points, you instead regain half of your hit points and are lifted to your feet amidst a turbulent tempest of petals.

You can then immediately use your reaction to send a wave of concussive wind sweeping out from you. Each creature in a 10-foot radius centered on you must succeed on a Strength saving throw against your spell save DC or be pushed 15 feet away from you and suffer 2d8 slashing damage.

Once you use this feature, you must finish a long rest before you can use it again.



Bestial Spirit

Medium Spirit, Unaligned

Armor Class 15 (natural armor)

Hit Points 38 (8d6 +10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	9 (-1)	12 (+1)	9 (-1)

Skills Intimidation +1, Perception +3, Stealth +4

Senses Passive Perception 13

Languages Common

Challenge 1 (200 XP)

Proficiency Bonus +2

Promising Threat. The bestial spirit has advantage on Charisma (Intimidation) checks if the target has seen it hit a creature with its chomp attack in the past minute.

Actions

Chomp. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Reactions

Devour. When the bestial spirit reduces a creature to 0 hit points, it consumes some of the creature's essence, regaining 1d10 hit points.



DAWN BLOSSOM BRANCH



The Spirit-Fused

Fighter

Even the life of a spirit must come to an end.

Those who take on the moniker of a spirit-fused fighter do not normally do so by choice but rather by circumstance. Because to become a spirit-fused fighter, you must first become the vessel of a dying spirit, a task that can't be accomplished by choice, as no one truly understands how or why this occurs.

All that is known is that the spirit's mind and body have passed on, and its essence now coexists within the fighter, granting them abilities beyond the capability of a normal spirit. Those who can harness this power can channel the latent energy into objects, which produce a magical quirk or powerful attacks. These arcane tricks are how these unconventional warriors fight and are the reason they have garnered so much attention and interest on the island.



Arcane Quirk

As the host of a powerful spirit, the magic within you can be strange and unruly. Though you've learned to control your powers, the arcane energy can still spark to life, often creating strange effects.

Choose one or more of the Arcane Quirks listed below:

- ♦ When activating any of the features from this subclass, First Age technology around you begins to act haywire.
- ♦ Whenever you make a weapon attack, a radio or cassette player on your person plays a snippet of a song.
- ♦ Whenever you take damage you cough bubbles.
- ♦ Spirits find your odor to be incredibly off-putting.
- ♦ Spirits find your odor to be incredibly attractive.
- ♦ When you are unconscious, your body floats 1 foot off the ground and can be carried by the wind.
- ♦ When you successfully land a critical hit on a creature, your head randomly transforms into a strange visage such as an anthropomorphic pig head, a crimson-skinned version of yourself with flaming locks, the face of an Urugama, or a CRT TV. This transformation lasts until you transform again or take a long rest.

Channel Essence

Starting at 3rd level, you gain the ability to channel spirit energy into your attacks. You have a pool of four d6s that you spend to fuel this ability, which are called essence dice.

When you make a weapon attack roll against a creature, you can expend a die from your pool to add it to the roll. Alternatively, you can expend a die from your pool to add it to the attack's damage roll. You can choose to do this either before or after making the attack roll, but before any effects of the attack are applied.

You regain all of your expended essence dice when you finish a short or long rest.

You gain an additional d6 for your essence dice pool at certain levels in this class: 7th level (5d6), 10th level (6d6), 15th level (7d6), and 18th level (8d6).

Object Channeling

Beginning at 3rd level, you gain the ability to channel your internal spirit energy into objects, creating an array of effects. You learn one Channeling Option of your choice (see "Channeling Options" below). In addition, you gain an object of your choice that you can use to channel the option through.

Once you use this feature, you can't do so again until you finish a short or long rest.

You also gain proficiency in the Salvage skill.

Spirit Battery

Starting at 7th level, you learn the **Jolt** cantrip with the following changes:

- ♦ When you target a machine with the spell, the machine is powered for 1 hour instead of 18 seconds.
- ♦ Your spell attack modifier is equal to your Constitution modifier + your proficiency modifier.

Additionally, once on each of your turns when you hit a target with a weapon attack as part of the attack action, you can replace its damage with that of the **Jolt** cantrip. When you do so, you roll the **Jolt** cantrip's damage dice (which deals lightning damage) in place of the weapon's damage dice, and you can gain no other benefits to the attack's damage from other features or spells.

You count as the spirit creature type.

Improved Object Channeling

At 7th level, you learn an additional Channeling Option, and you can now use your Object Channeling feature a number of times equal to your proficiency bonus. You regain all of the expended uses when you finish a short or long rest.

Improvised Armor

Starting at 10th level, you learn to channel your energy into objects you are wearing, causing them to become harder than steel for a brief moment. When you are hit by an attack, you can use your reaction to roll one of your essence dice, adding the number rolled to your AC for that attack, potentially causing the attack to miss you.

Backup Battery

At 15th level, you learn to draw on the spirit energy within you to gain a quick rush of energy. You gain an additional use of your Second Wind feature. When your hit points drop below your fighter level while you have a use of Second Wind, you can choose to expend a use of Second Wind immediately (no action required).

Junk Master

Starting at 18th level, you gain an additional channeling option from the Object Channeling feature.

In addition, when you roll initiative and have no uses of your Object Channeling feature left, you regain two uses of that feature.

CHANNELING OPTIONS

The channeling options are presented in alphabetical order.

Ballooning Bag. As a bonus action, you cause a bag (such as a canvas sack, backpack, fanny pack, or satchel) that you are holding or is on your person to rapidly inflate with air. The bag then floats upward, lifting you off the ground and carrying you up to 30 feet straight into the air. You hover in place there until you let go of the bag (no action required) or until the start of your next turn, at which point the bag gently floats back to the ground.

Alternatively, when falling you can use your reaction to cause the bag to inflate, granting you the benefits of **Feather Fall**.*

Entangling Cord. When taking the attack action, you can choose to replace one of your attacks with an entangling strike. Choose an object that features tendril-like properties (such as a tape measure, game controller, extension cord, rope, or chain). The object can be on your person or within 30 feet of you, provided you can see it.

When you do so, the object springs to life, stretching out towards a creature you can see within 15 feet of it. Make a ranged attack using your Constitution modifier + your proficiency bonus. On a hit, the target is pulled up to 15 feet towards the object.

Find the Thing. As an action, you focus your energy through a navigational object (such as a compass, GPS, or map). Doing so allows you to cast the **Locate Object*** spell with the following changes:

- ♦ The spell doesn't require you to concentrate on it.
- ♦ The spell's duration is 1 hour.
- ♦ The spell can detect an object within 1 mile of you instead of 1,000 feet.

First Age Steed. You enact a ritual that creates a bond with a special vehicle of your choice (such as a bicycle, moped, or similar object you can sit on). This vehicle can only carry one creature, has a walking speed of 60 feet, and does not have a flying speed.

As an action, you can summon that vehicle to your side. While summoned the vehicle is indestructible and disappears in a puff of smoke after 1 hour.

Goggled Vision. While wearing an ocular covering (such as ski goggles, spectacles, sunglasses, or a welding mask), you can use an action to see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Additionally, you have advantage on Intelligence (Investigation) checks to determine if something is an illusion. These effects on your goggles last for 1 hour.

Leaping Sneakers. While wearing a pair of shoes you can use a bonus action to add a spring to your step. For 1 hour, you gain the benefits of the **Jump*** spell.

Pocket Voice. You spend 1 minute enacting a ritual that binds your voice to an object you can see that looks as if it would produce a sound (such as a boombox, pair of headphones, statue with a mouth, portrait of a person, radio, or jewelry box).

Your voice stays bound to the object for 1 hour, or until you dismiss the effect as a bonus action. While bound, everything you say can also be heard through the object.

Water Jettison. As a bonus action, you spray a misty stream of water from a container on your person (such as a water-skin, soda can, squirt water bottle, or spray bottle). Doing so moves you 10 feet backwards in a straight line and grants you the benefits of the Disengage action.

JOLT

Evocation cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A jolt of electricity springs from your hand towards a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 lightning damage.

Alternatively, you can target a machine within range and temporarily turn it on, allowing it to function as if it were whelmed by a spirit or permanently enchanted. Machines targeted by this spell stay powered for 18 seconds before turning back off. For a machine to function using this spell, it must still be in working condition.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).



Sheep Dragon Shepherd

Monk

The sheep dragon is often regarded as the epitome of goodness and authenticity on the island. These creatures are dedicated to freedom and unwavering kinship. Those shepherds living and training among the wandering sheep dragons learn to care deeply for those around them and understand how a flock works together to overcome obstacles. They must be ready to flee to safety yet know when to defend their herd. The role of a sheep dragon shepherd requires resilience, compassion, and a kind heart. Because of this, shepherds across the island are regarded by the people of Obojima as heroic and sometimes even mythic figures.

Historic Past

As the tale goes, the first shepherd was a wind spirit who went by the name Ventu. The spirit lived among the grass and called all that grazed the central fields of Obojima their friend, but of those creatures, none pleased Ventu more than the playful sheep dragon. In time Ventu and the sheep dragon became inseparable. The seasons would speed away, and still, the pair would frolic and parade the Gale Fields with careless glee. It's during this time that people say Ventu gifted the sheep dragon the ability to fly and control the winds.

One day, as Ventu explored the fields, they noticed something unsettling in the distance. A great pillar of black smoke split the horizon in two. Ventu rushed across the rolling hills, only to be met by terrible disaster. A raging fire had scorched the southern fields and slowly crawled northward. Ventu, heartbroken at the thought of what might become of the sheep dragon just beyond the hillside, made the heroic choice to stand against the inferno by themself.

To this day, it's unknown what became of Ventu, but the majestic sheep dragon stands as a testament to their kindness and bravery.

Herding Sheep

At 3rd level, you gain the ability to herd your allies, calling them closer or moving them out of danger. As a bonus action, you can spend 1 or more ki points to cause a willing creature that you can see within 60 feet of you to move toward you or in any other direction. This movement doesn't provoke opportunity attacks. If the creature moves toward you, it can move up to 15 feet per ki point spent; if it moves in any other direction, it can move up to 10 feet per ki point spent. A creature can't move in this way more than its speed would allow.

At higher levels, when you use this feature you can target additional creatures. At 5th level you can target 2 creatures, 3 creatures at 10th, and 4 creatures at 15th.

Wind Shot

When you reach 6th level, you gain the ability to mimic the sheep dragon's wind pistol, blasting enemies with powerful gale forces at a distance. When you make an unarmed strike, you can instead choose to make a special attack, firing a compressed blast of air from your mouth. This ranged weapon attack has a range of 60 feet, and it uses the same attack bonus and damage die as your unarmed strike.

Additionally, when you hit a target with this special attack, you can choose to spend 1 ki point to force the target to make a Strength saving throw against your ki save DC. On a failed save, the target is knocked prone or pushed 10 feet away from you (your choice).

Intercepting Maneuver

Also at 6th level, your protective nature comes out in heightened moments of skillful deflection for a nearby ally. As a reaction, when a friendly creature within 10 feet of you is hit by an attack, you can spend 1 ki point to reduce the damage it takes by an amount equal to one roll of your Martial Arts die + your Dexterity modifier.

Take to the Skies

By the time you reach 11th level, you've mastered a unique technique that lets you glide on the wind, just like a majestic sheep dragon. When you use your Step of the Wind, you also gain a flying speed equal to your walking speed. This flying speed lasts until the end of your turn.

Additionally, when you use your Step of the Wind, you simultaneously take both the Disengage and Dash action.

Guide to the Herd

At 17th level, your vigilant watch of your companions while in the midst of combat allows you to give them cues as to when they should raise their defenses. Whenever you use your Patient Defense to gain the benefits of the Dodge action, you can spend 1 additional ki point to share that benefit with your allies. Each friendly creature that can see or hear you and is within 30 feet of you can immediately use its reaction to also gain the benefits of the Dodge action until the start of your next turn.





Religious Archetypes

In Obojima, there are no deities of any sort, which means characters like clerics and paladins must instead draw their power from some other sources. Alternatively, these heroic characters draw their strength from their devotion to ideals and the natural magic that comes from a person who dedicates their life to their beliefs.



Oath of the River

Paladin

Those who commit themselves to the Oath of the River have found guidance in the shifting waters and the great creatures that live within them. These diverse individuals model their lives and the tenets they follow after the tranquil waters of a blue pool and the rushing rapids that spill over a great waterfall, always striving to flow around obstacles if possible, but ready to crash through them when left with no other option. As the river flows and bends, it seeks the path of least resistance in its travels to the ocean. Like the river, paladins who have sworn this oath remain adaptable but steadfast in their own course.

Tenets of the River

The tenets of the Oath of The River vary by paladin, but all of them revolve around embracing the flow and adaptability found in water. Paladins who uphold these tenets must understand when it is best to dispatch justice through violence or through understanding and forgiveness. The core principles of the tenets are:

The River Flows On. Forgiveness can be as sharp as any blade.

The River Quenches or Drowns. Judgment is reserved for those truly deserving of it.

The River Rages. If I must battle, I will fight with all my passion and strength.

The River Seeks the Sea...Always. I will not abandon my duty, especially when others are counting on me.

Oath Spells

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>Bless*</i> , <i>Whelm Weapon</i>
5th	<i>Find Steed*</i> , <i>Lesser Restoration*</i>
9th	<i>Water Breathing*</i> , <i>Water Walk*</i>
13th	<i>Control Water*</i> , <i>Freedom of Movement*</i>
17th	<i>Mass Cure Wounds*</i> , <i>Submerge</i>

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Rushing Rapids. As an action, you can cause a forceful wave of water to erupt outward in a 20-foot radius centered on you. Each Large or smaller creature of your choice in the area must succeed on a Strength saving throw or be pushed 5 feet outside of it.

Blessed Pool. As a bonus action, you speak gentle yet courageous words that encourage your allies and heal them. Choose a number of creatures up to twice your Charisma modifier (minimum 2) that you can see within 30 feet of you. Each creature regains 2d6 hit points.

Aura of the River

Starting at 7th level, you emanate an aura that causes the area around you to feel as if wading into a body of water, slowing down your enemies as they approach. The area within 10 feet of you is considered difficult terrain for other creatures. You can designate any number of creatures you can see to be unaffected by it (no action required).

In addition, the first time you hit a Large or smaller creature on your turn with a melee attack, you can use your aura to move the target up to 10 feet to an unoccupied space you choose.

At 18th level, the area within 30 feet of you, instead of 10 feet, is considered difficult terrain for other creatures.

Shielding Spirit

Beginning at 15th level, whenever you make a Dexterity saving throw, you can use your reaction to halve any damage you would take from the effect. When you do so, you can also expend a spell slot to extend this benefit to nearby allies. Choose a number of creatures within 10 feet of you equal to the level of the spell slot expended; the damage is also halved for each of those creatures.

Form of the River

Starting at 20th level, you can manifest the powerful visage of a river spirit around your body. As a bonus action, you gain the following benefits for 1 minute:

- ♦ You gain a swimming speed of 60 feet, and your walking speed increases by 15 feet.
- ♦ You have advantage on all saving throws.
- ♦ Whenever you successfully move a creature with your aura you can choose to deal 2d8 bludgeoning damage to it.

Once you use this bonus action, you can't use it again until you finish a long rest, unless you expend a 5th-level spell slot to use it again.

Corrupted Ranger

Ranger

You have become afflicted by the mysterious illness that haunts the island known as the Corruption. This same foul magic, which has stained the coastlines black, now resides within your body. It curses your skin and seeps from your pores, and in time it will even become difficult to distinguish you from it.

How this has happened is your story to tell. You may have been one of the first responders to the Corruption when it came to the shores of Obojima leaving you to possibly be the only survivor of that brave band of rangers. Perhaps you were an explorer, who stumbled on a pocket of Corruption and became infected, or maybe you were inflicted with this Corruption by an evil witch.

However this fate has befallen you, you now are both cursed and empowered by the Corruption's rotting, withering magic that is slowly taking you over bit by bit, replacing your own flesh with its unearthly power.

As a corrupted being you must choose your future wisely, it's hard to say what this illness will manifest in you.



1st Manifestation

Starting at 3rd level, the Corruption within begins to manifest in combat.

Whenever you take damage, you also receive a curse marker; if the damage was from a critical hit, you receive two curse markers instead. These markers will remain active until the end of your next turn, and the maximum number of curse markers you can accumulate at a time is 2. When you hit a creature with a weapon attack, all the curse markers you have gained are instantly consumed, dealing an extra 1d4 necrotic damage to the target for each curse marker consumed.

Alternatively, you can use a bonus action to call upon your Corruption to immediately gain the maximum number of curse markers available to you. When you use this ability, you can't gain more than your maximum number of curse markers.

The number of curse markers you can accumulate at once increases when you reach certain levels in this class: 3 at 5th level, 4 at 11th level, and 5 at 17th level.

2nd Manifestation

At 3rd level, you start to observe peculiar happenings within your own body. At times you notice that your limbs and torso exhibit independent movements, seemingly acting of their own volition.

When you make a Strength or Dexterity check, you can choose to replace the result with a number equal to 10 + your ranger level. You can wait until after you roll the d20 before deciding to use this feature, but must decide before the GM says whether the roll succeeds or fails. You can use this feature a number of times equal to half your proficiency bonus (rounded up), and you regain all expended uses when you finish a long rest.

3rd Manifestation

Starting at 7th level, when you make a weapon attack against a creature, you can expend one curse marker to roll a d4 and add it to the attack roll. You can choose to use a curse marker in this way before or after making the attack roll. You can expend a curse marker in this way only once per turn.

Additionally, whenever you take damage, you can use your reaction to reduce the damage taken by an amount equal to your ranger level. Once you reduce damage in this way, you can't do so again until you finish a short or long rest.

4th Manifestation

At 11th level, your ailment is beginning to have side effects on your body. Gain one of the following ailments of your choice.

Graying Vision. Your eyes weaken and the world around you begins to lose some of its colorful luster. To adjust to your slowly worsening vision, you've gained blindsight out to a range of 15 feet. In addition, you automatically detect visual illusions if their Intelligence (Investigation) check DC is less than or equal to your ranger spell save DC.

Failing Lungs. Your lungs have begun to ache and your days are filled with excessive coughing. At times you feel yourself gasping for air, and it's in those moments you've learned to steal another's breath. As an action, you pull your next breath from a creature you can see. The target falls prone and can't take reactions until the start of your next turn. Additionally, all of your curse markers are consumed, dealing 1d4 necrotic damage to the creature for each marker consumed in this way.

Alternatively, you can give your breath to another creature. Whenever a creature you can see makes a Dexterity saving throw, you can use your reaction to give it advantage on the saving throw and increase its speed by 15 feet until the start of your next turn.

Losing Feeling. Numbness creeps into your muscles and bones and across your skin. The vibrancy of feeling gives way to a broad antagonism. Your hands and arms instead burn with a cold ethereal flame, which only you can see. As a bonus action, you can target a creature you can see within 60 feet of you, enveloping it with the same cursed flames. When you deal damage with your curse markers to a creature that has been enveloped by your flames, each curse marker deals an extra 1d6 necrotic damage, instead of 1d4.

Once you use this feature, you can't use it again until you finish a short or long rest.

5th Manifestation

Starting at 15th level, you gain the ability to call upon the Corruption which greatly alters your natural capabilities. As a bonus action, you can activate this feature, doubling your walking speed, increasing your AC by 2, and allowing you to make two additional attacks when taking the Attack action. In addition, all attacks are treated as if you have the maximum number of curse markers accumulated. The effects of this feature last until the start of your next turn. You can use this ability without negative effects once per long rest.

If you use this feature a second time before finishing a long rest, in addition to the effects wearing off at the start of your next turn, you also suffer one level of exhaustion and immediately drop to 1 hit point if you have more than 1 hit point at the start of your turn.

Once you use this feature a second time, you can't use it again until you finish a long rest.



Waxwork Rogue

Rogue

Waxwork rogues have a long history on the island of Obojima in dealing with the dangerous and the arcane. They're known for having an array of tools and tricks to delve into the most perilous of places and almost always coming back with treasures and tales. To a Waxwork rogue, any challenge or danger can be solved with a bit of wax, a pinch of smarts, and a whole lot of magic.

In the Beginning

The Courier Brigade was created to carry packages between villages as well as guard merchant wagons through treacherous areas. But there are some areas on Obojima that are rife with the arcane, spirit dangers, and uncanny occurrences.

Legend says that it was Lydia Starwright, Courier Brigade First Class, who, against all advice, sought out the aid of a powerful witch who was rumored to live within a hut of melted wax deep within the Land of Hot Water. It was there in that melted hut where the witch taught Lydia the arcane practices known only to certain spirits of the island, the ability to enchant wax and fire in wondrous ways. It was this knowledge that transformed Lydi into the first Waxwork Rogue.

Lydia brought back this knowledge to the Courier Brigade, and formed the Waxworks Division, a dedicated group of arcane rogues who would volunteer for the most perilous assignments and deliveries of the Courier Brigade.

In the present day, Waxwork rogues have transcended the ranks of the Courier Brigade, and their skill sets are practiced across the island.

Conjure Flame

At 3rd level, you learn the **Dancing Lights*** cantrip (the lights appear as floating candles) and the **Produce Flame*** cantrip.

Wax Enchantments

When you choose this archetype at 3rd level, you learn wax enchantments, which are fueled by your ability to pull and manipulate magic from the Spirit Realm. These are represented by a number of wick points.

Enchantments. You learn three enchantments of your choice, which are detailed under "Enchantments" below.

You learn two additional enchantments of your choice at 5th, 10th, and 15th level. Each time you learn new enchantments, you can also replace one enchantment you know with a different one.

Saving Throws. Some of your enchantments require creatures to make a saving throw to resist the enchantment's effects. The saving throw DC is calculated as follows:

Enchantment save DC = 8 + your proficiency bonus + your Intelligence or Charisma modifier (your choice)

Wick Points. You have 3 wick points, which represent your current ability to harness the magic from the Spirit Realm. Manipulating the magic from another realm and pulling its energy into an object, even one as small and simple as a candle, can be both physically and mentally taxing. When you spend a wick point, it is unavailable until you finish a short or long rest, at the end of which you regain all of your expended wick points.

Whenever you gain a level in this class, you gain 1 additional wick point.



Enchantments

The enchantments are presented in alphabetical order.

Blooming Light. As an action, you can spend 1 wick point to ignite a dark green candle, which burns in a similar hue, shedding dim light in a 10-foot radius centered on itself. Creatures in the candle's light are hidden from divination magic, and they can't be targeted by such magic or perceived through magical scrying sensors. This effect lasts for 1 hour.

Bocha Glue Wax. Bocha glue is a delicate mixture of the finest waxes available and a collection of ingredients known only to the Waxwork Rogues. When enchanted properly, it can temporarily hold any two objects together. As an action, you can spend 1 wick point to create an adhesive bond between two objects using just a small amount of bocha glue. The two objects remain bound together for 24 hours, at which point the enchantment fades and the two objects are separated. A creature within reach of the objects can use an action to make a Strength (Athletics) check against your Enchantment save DC, breaking the bond early on a success.

Burning Delay (5th Level Required). You can spend 3 additional wick points to simultaneously activate Burning Delay when you use one of the following candle enchantments: *candle pop*, *fish fat candle*, or *detonate*. When you do so, you delay that enchantment's activation by 1 round, 1 minute, or 10 minutes (your choice).

Candle Pop. As a bonus action, you can spend 2 wick points to ignite and hurl a misshapen yellow candle at a creature you can see within 60 feet of you. The target must make a Dexterity saving throw to avoid being partially encased in wax as the candle explodes on impact. On a failed save, the target is restrained by the wax. At the end of each of its turns, a restrained target can repeat the saving throw, ending the effect on itself on a success.

Consuming Flame (10th Level Required). When you see a hostile creature within 60 feet of you casting a spell, you can use your reaction and spend 3 wick points to quickly ignite the flame of a thin white candle and cast **Counterspell***. If the spell was successfully countered and was 3rd level or lower, you can spend an additional 2 wick points to reactivate this ability and store the spell inside your candle.

While holding the candle, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack modifier, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. Once the spell has been cast, the candle is sundered and becomes unusable. A spell can be stored inside a candle for 24 hours, after which the spell fades and is no longer able to be used.

Delicacy. As an action, you can spend 1 wick point to imbue the tart flavor of a **Pyramid Melon** and the healing properties of a river spirit into your candle. As a bonus action, a creature can consume the candle, causing it to regain 1d6 hit points and providing enough nourishment to sustain it

for one day. A candle holds this enchantment for 24 hours, after which the properties of *delicacy* fade. You can have no more than 2 candles with this enchantment at a time.

Detonate. (5th Level Required) As an action, you can spend 3 wick points to ignite and throw a dark black candle at a point you can see within 60 feet of you. A brilliant eruption of flame sweeps out from the candle, causing each creature in a 20-foot-radius sphere centered on that point to make a Dexterity saving throw. A target takes 2d6 fire damage and 2d8 thunder damage on a failed save, or half as much damage on a successful one. When you use this enchantment, you can spend additional wick points to increase the fire damage dealt by 1d6 for each additional wick point spent.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Fish Fat Candle. As an action, you can spend 1 wick point to ignite and throw an oily brick of blubber candle wax that lands in an unoccupied space you can see on the ground within 60 feet of you. One round after the candle lands, it emits a cloud of colorful smoke that creates a heavily obscured area in a 20-foot radius centered on it. The candle continues to spew smoke for 1 minute and creates a visible trail in the sky that can be seen from 10 miles away.

Flooding Abundance. As an action, you can spend 2 wick points to ignite and throw a tea light candle into an unoccupied space you can see on the ground within 60 feet of you. After landing, the candle melts rapidly, bubbling and boiling with an overwhelming amount of wax, which flows over and fills a 15-foot-square centered on the candle. The wax remains for 1 minute. It is flammable, and a 5-foot square of wax exposed to fire burns away in 3 rounds, dealing 2d6 fire damage to any creature that starts its turn in the fire. All spaces covered in the wax are difficult terrain for the duration.

Iron Seal. As an action, you can spend 1 wick point to melt and press the wax seal of iron onto any door or object with a lid. Once imbued with your seal, the object becomes magically shut and can't be opened unless a creature makes a successful Strength (Athletics) check against your Enchantment save DC, at which point the seal breaks. The *iron seal* lasts until it is broken or dispelled (as if it were a 1st-level spell). You can use an action to touch one of your *iron seals* and end its effects early.

Lost Wax Carving. Using the lost form of wax carving you craft a detailed replica of an object. When using the wax carving technique, you can spend 2 wick points over the course of 10 minutes to produce the effects of the **Duplicate** spell. The object you duplicate can be no larger than a 1-foot cube.

Maker's Mark. When you make an attack with a one-handed weapon as part of the Attack action on your turn, you can spend 1 wick point to make an unarmed strike

as part of the same action using a signet ring. This attack deals bludgeoning damage equal to 1d4 + your Dexterity modifier, plus an extra 1d6 fire damage. This attack can benefit from your Sneak Attack, provided you haven't already dealt your Sneak Attack damage this turn.

You can use this enchantment once per turn.

Shielding Seal. As an action, you can spend 1 wick point to melt and press the wax seal of shielding onto a willing creature or object, protecting it from incoming damage. The target of the seal gains 5 temporary hit points, which last for 24 hours. You can grant an additional 5 temporary hit points for each additional wick point spent, to a maximum of 15 temporary hit points. You can only have one *shielding seal* active at a time. Creating a *shielding seal* while another seal of the same type is already active ends the effects of the initial seal early.

Spark Shower. As a bonus action, you can spend 2 wick points to bring your free hand to your mouth, igniting your next breath. Exhaling creates a dazzling shower of sparks aimed toward a creature within 5 feet of you. You have advantage on the next weapon attack roll you make against the target this turn, and the target can't make opportunity attacks until the end of your turn.

Waxlings. By reaching through the veil and into the Spirit Realm, you can temporarily pull and trap a minor spirit within a candle, granting the candle sentience. As an action, you can spend 2 wick points to summon a waxling, casting the **Find Familiar*** spell with the following changes:

- ♦ In place of an animal familiar, you instead imbue life into a candle, which causes it to grow appendages and eyes.
- ♦ Your waxling familiar uses the statistics of a rat.
- ♦ You can command the familiar to use its action to touch a flammable object that isn't being worn or carried and ignite it.
- ♦ The familiar sheds bright light in a 5-foot radius and dim light for an additional 10 feet.
- ♦ You can't temporarily dismiss the familiar.
- ♦ The familiar is dismissed permanently after 1 hour or when it is reduced to 0 hit points.
- ♦ You can have more than one of these familiars at a time.

Wick Whip. As a bonus action, you can spend 3 wick points to ignite a 10-foot length of candlewick that has been soaking in the stomach acid of a dragon frog. The flames burn at an intense heat that warps the air around them, shedding bright light in a 15-foot radius and dim light for an additional 15 feet. The wick burns for 1 minute, during which you can use it as a melee weapon that you're considered proficient with. It deals 3d4 fire damage on a hit (adding your ability modifier to the damage roll as normal), and it has the finesse, light, and reach properties.

Burn Cycle

Starting at 9th level, you can ignite your weapons in a flash of hot white flames when you successfully catch an enemy off guard. When you deal Sneak Attack damage on your turn, you can spend wick points to deal extra fire damage to the target, in addition to the weapon's damage. The extra damage is 1d6 for each wick point spent, to a maximum of 4d6.

Advanced Enchantments

When you reach 13th level, some of your enchantments become more potent. You now use the alternate enchantments features found below. If you have yet to learn any of the following enchantments, you may learn one as part of this feature.

Blooming Light. Starting at 13th level, the effects of *blooming light* lasts for 8 hours.

Burning Delay. Starting at 13th level, you can delay the effects of your candle enchantments by 1 round, 3 rounds, 1 minute, 10 minutes, or 1 hour.

Candle Pop. Starting at 13th level, *candle pop* affects the target and each creature within 5 feet of it.

Delicacy. Starting at 13th level, the creature regains 1d12 hit points, instead of 1d6, and you can have up to 4 candles with this enchantment at a time.

Maker's Mark. Starting at 13th level, *maker's mark* has no limit to the number of times you can use it per turn.

Shielding Seal. Starting at 13th level, you can have up to three *shielding seals* active at a time, instead of one.

Waxlings. Starting at 13th level, you can spend 3 wicks points as an action, instead of 2, to summon two *waxlings* simultaneously.

Spirit Flame

At 17th level, you learn to craft a specialty candle made of pink wax. As a bonus action, you can ignite this candle, which burns for 1 minute. As long as the burning candle is on your person, you gain the following benefits:

- ♦ The wick point cost of your enchantments is reduced by 1.
- ♦ You have immunity to fire damage.
- ♦ Spirits have disadvantage on attack rolls against you.

If you fall prone while the burning candle is on your person, you must succeed on a DC 15 Dexterity saving throw or the candle is extinguished early.

Once you use this feature, you can't use it again until you finish a long rest.

Oni Bloodline

Sorcerer

In the realm of magic, there exists a lineage of sorcerers whose blood bears an ancient connection to the oni. These sorcerers, known as Oni Kin, harness the magic of their lineage to weave powerful spells. But, as they delve deeper into their arcane abilities, they find themselves gradually transforming, both physically and spiritually, into embodiments of the oni's fearsome might.

At the onset of their journey and as they use their powers, Oni Kin begin to see subtle manifestations of their lineage's traits—changes in appearance and temperament. However, as they channel their magic with more skill, these traits begin to intensify. Their skin may change, their eyes may glow with an eerie light, and their once-subtle features become more pronounced, bearing the unmistakable visage of an oni.

As their power reaches its zenith, Oni Kin reach a pinnacle where they can fully embrace their heritage and assume the form of a true oni. In this form, they stand as towering figures of terror, wielding unparalleled magical might and physical prowess. Yet, with this transformation comes a perilous temptation—the struggle to maintain control over the oni's insatiable hunger for chaos and destruction. This struggle is not unnoticed by islanders, most of which fear or distrust the Oni Kin.

Arcane Prison

Trapped inside of you is the essence of the First Oni, passed down through its children and stretched across a long and treacherous lineage. As you grow in strength, so does the spirit within you. It desperately wishes to bubble to the surface, and it does so when you're at your weakest. At 1st level, you gain the traits of the oni, which manifest as you expend sorcery points. Each oni trait becomes available to you based on how many sorcery points you're missing from your total, represented by the table below. Regaining sorcery points can cause you to lose one or more oni traits.

Each oni trait has both a physical and an arcane manifestation, which lasts until you finish a long rest.

Sorcery Points Missing	Manifestation
0–1	Eyes
2–4	Horns
5–9	Skin
10–14	Tongue
15 or more	Hair



Oni Traits

Eyes. Your eyes shimmer with an almost mesmerizing quality. As an action, you can activate your innate ocular charm. For 1 minute, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you, provided it can see your eyes. When the effect ends, the creature must make a Wisdom saving throw against your spell save DC. On a success, the target realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the GM's discretion), depending on the nature of your interaction with it.

Horns. You gain horns which rapidly grow and jut out from your head. When casting a cantrip that requires you to make a melee or ranged spell attack, you can instead make a melee spell attack using your horns, channeling the spell through them. When you hit a creature with a cantrip cast in this way, the target takes an extra 1d6 piercing damage.

Additionally, when a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a cantrip at the creature using your horns rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

Skin. The hue of your skin turns to a dull red, green, or blue color and you adopt the regenerative powers of the oni. Whenever you cast a spell of 1st level or higher, you regain a number of hit points equal to the spell's level + your Constitution modifier. You don't gain this benefit if you activate the Tongue trait for that casting.

Tongue. With every incantation cast, the twisted and demonic voice of the First Oni can be heard within your speech. When you cast a spell that requires a verbal component and targets a single creature, you can also use your bonus action to cause the target to recoil in fear. The target must make a Wisdom saving throw against your spell save DC. On a failed save, the target must use its reaction, if available, to move up to half its speed away from you or fall prone (your choice).

Hair. Your hair turns a shocking white and stretches towards the ground as it grows to cover your back. You gain a +2 bonus to your AC.

Ogre Manipulation

Starting at 6th level, you can manifest one of your oni traits, regardless of how many sorcery points you're missing. As a bonus action, you can gain one of the oni traits you could normally obtain through the expenditure of sorcery points and draw it out early. This trait lasts for 1 minute, and you lose it if you haven't gained the trait by normal means in that time.

Once you use this feature, you can't do so again until you finish a long rest.

Boiling Power

At 14th level, your oni traits grow in strength. The following changes apply to your traits:

Eyes. In addition to the benefits you normally have, you learn the **Zone of Truth*** spell, which you can cast without expending a spell slot. When you cast it, only one creature of your choice within 60 feet of you is affected by the spell. The target must make its saving throw against the spell at the start of each of its turns, provided it can see your eyes; the spell ends early if the target can no longer see your eyes.

Horns. The extra damage dealt by your horns increases to 1d12.

Skin. Whenever you cast a spell of 1st level or higher, you now regain a number of hit points equal to twice the spell's level + your Constitution modifier.

Tongue. When you activate the Tongue trait using a spell slot of 5th level or higher, in place of the trait's normal effects, you can instead cause the target to tremble in fear, becoming hyper fixated on you. The target's passive Wisdom (Perception) score is reduced to 5 and it takes a -5 penalty to its AC against all attacks that aren't made by you. This effect lasts until the start of your next turn.

Transformation

Beginning at 18th level, you can fully embody the fabled visage of your demon ancestor without needing to exhaust your sorcerous power. As an action, you can instantly manifest all of your oni traits, regardless of how many sorcery points you're missing. While manifesting your oni traits in this way, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks, and you can't be charmed or frightened.

This effect lasts for 1 minute, after which you lose any trait you haven't gained by normal means in that time. Once you use this feature, you can't do so again until you finish a long rest, unless you spend 5 sorcery points to use it again.

The Lantern

Warlock

Warlocks who make a pact with a powerful spirit are able to tap into the magic that flows through the Spirit Realm. These warlocks are known by the special lanterns they carry—lanterns that burn with the essence of their patron. The illumination of this vessel carries with it the attributes of the spirit, granting the warlock an array of abilities.

When spirits enter pacts with people, there is often more to it than generosity. Spirits powerful enough to lend out bits of their magic do so for a variety of reasons. Perhaps the spirit is beholden to do so due to a bargain or curse. It could be that the spirit needs allies (though they might not readily admit it). Or maybe they simply see something in you that amuses them. The things that motivate spirits are as varied as they are. And truly powerful spirits can be inscrutable.



Spells

1st	<i>Faerie Fire*</i> , <i>Identify*</i>
2nd	<i>Locate Object*</i> , <i>Swallow Magic</i>
3rd	<i>Daylight*</i> , <i>Nondetection*</i>
4th	<i>Guardian of Faith*</i> , <i>Locate Creature*</i>
5th	<i>Create Spirit Train Stop</i> , <i>Tamh Gon's Fiery Festival Feast</i>

Illuminating Aura

Starting at 1st level, the essence of your spirit patron is channeled into a lantern, where it appears as a minor form of itself. You can use your lantern as a spellcasting focus for your warlock spells.

As a bonus action, you can activate your lantern, causing it to shed bright light in a 20-foot radius and dim light for an additional 20 feet. This light lasts for 1 minute, or until you let go of the lantern or choose to end this effect early (no action required). For the duration, you gain the following benefits:

- ◆ Whenever you see a creature in your lantern's bright light make a saving throw, you can use your reaction to grant that creature a bonus to the save equal to your Charisma modifier (minimum of +1).
- ◆ Whenever a hostile creature within your lantern's dim light fails a saving throw, it takes radiant damage equal to half your warlock level (rounded up).

Once you use this feature, you can't do so again until you finish a short or long rest.

Revealing Light

Starting at 1st level, you can use an action to cause your lantern to illuminate with a vibrant maroon light, which sheds bright light in a 10-foot radius and dim light for an additional 10 feet. Invisible creatures and objects are visible as long as they are in the lantern's bright light. The lantern sheds light in this manner for 1 hour or until you snuff it out early as a bonus action.

Once you use this feature, you can't do so again until you finish a short or long rest.

Dangerous Tool

Starting at 6th level, your Illuminating Aura no longer ends if you let go of your lantern. While you aren't holding your lantern, you can magically take control of it for 1 minute (no action required), using it as if it were a **Spiritual Weapon*** cast as a 2nd-level spell. Your lantern continues to act as your spellcasting focus while using this feature, even though you are no longer holding the lantern.

The level at which **Spiritual Weapon*** is cast increases when you reach certain levels in this class, increasing to a 4th-level spell at 10th level and a 6th-level spell at 15th level.

Once you take control of your lantern in this way, you can't do so again until you finish a long rest, unless you expend a warlock spell slot to take control of it again.

Oracle Illumination

Beginning at 6th level, you can spend an action to magically connect your mind to a light source such as a candle or torch that you can see or are familiar with. The light source acts as if it were the sensor created by the **Clairvoyance*** spell, granting you the same benefits. You can use the light source in this way for 10 minutes or until you use this feature again.

Once you use this feature on a light source, you can't use it on the same light source again until you finish a long rest.

Brilliant Illumination

Starting at 10th level, while your lantern's Illuminating Aura is active you can use an action to cause the light to flare with an overwhelmingly brilliant flash. Each creature other than you illuminated by either your lantern's bright light or dim light (your choice) must make a Constitution saving throw against your warlock spell save DC. On a failed save, a creature takes radiant damage equal to $2d8 + \text{your warlock level}$ and is blinded until the end of your next turn. On a successful save, the creature takes half as much damage and isn't blinded.

Once you use this feature, you can't do so again until you finish a short or long rest.

Brighter Still

At 14th level, you gain the ability to activate your lantern's Illuminating Aura at will. Features such as Dangerous Tool and Brilliant Illumination that work in conjunction with Illuminating Aura are still limited to the number of uses described in their respective features.

Additionally, while holding your lantern, you can use an action to cause it to illuminate with a pale blue light, revealing a glowing arcane path to a location you're familiar with, as if casting the **Find the Path*** spell.

Once you use your lantern in this way, you can't do so again until you finish a long rest.



Origami Mage

Wizard

Origami Mages are wielders of a unique form of magic that combines precision, creativity, and imagination. With a flick of their wrist and a whisper of arcane words, they transform simple sheets of paper into awe-inspiring manifestations of elemental forces, mystical beings, and fantastical creatures.

Drawing inspiration from the mysterious elegance of origami, these mages are not bound by traditional spell components but instead rely on the meticulous manipulation of paper to channel their magical energies. Origami magic is not without its challenges. Mastery of this arcane discipline demands patience, dexterity, and a keen eye for detail. Each fold must be precise, each crease exact, for even the smallest imperfection can disrupt the flow of magic and render a spell ineffective. Yet, for those who persevere, the rewards are boundless.



An Arcane Art

At 2nd level, you learn to weave magic into origami, allowing you to create magnificent moving art pieces, which act on your behalf. As a bonus action, you can fold and imbue life into a paper construct that takes a form you choose from the list below. When crafted, an origami construct becomes bound to you or another creature of your choice that you can see within 60 feet of you.

A creature with a bound origami construct gains the unique effects and features listed for that construct. A creature can't have more than one of the same origami construct bound to it at a time, unless stated otherwise. A bound construct occupies the same space as the creature it's bound to.

These constructs stay imbued with life for a number of hours equal to half your wizard level. Origami constructs have an AC equal to your spell save DC, are immune to poison and psychic damage, and are destroyed when they take any damage. You can use this feature to create an origami construct a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Origami Constructs

The constructs are presented in alphabetical order.

Bird. While the origami bird is bound to your person, you gain proficiency in the Perception skill. Additionally, you deal an additional 2 slashing damage whenever you hit a target with a ranged attack.

Cat. While the origami cat is bound to your person, you gain proficiency in the Stealth skill. Additionally, once on each of your turns when you hit a target with a melee weapon attack, the origami cat can make a melee spell attack against the same target. Its attack modifier is equal to your weapon attack modifier, and on a hit, the target takes 1d6 slashing damage.

The origami cat's damage increases when you reach certain levels in this class: 1d8 at 5th level, 1d10 at 11th level, and 1d12 at 17th level.

Crab. While the origami crab is bound to your person, you gain a +1 bonus to your AC and proficiency in the Athletics skill. If the wizard that crafted this origami crab creates another, this origami crab is destroyed.

Dragon. While the origami dragon is bound to your person, you have disadvantage on Dexterity (Stealth) checks and can't benefit from being invisible. Additionally, you take 1d4 fire damage at the start of each of your turns. You can have multiple origami dragons bound to you at the same time.

When the construct is destroyed, it quickly pops in an audible explosion, dealing 2d6 fire damage to each creature within 5 feet of it.

Frog. While the origami frog is bound to your person, you gain proficiency in the Acrobatics skill. As a reaction, when you would fail a Dexterity saving throw, you can add a bonus to the roll equal to the spellcasting ability modifier of the wizard that crafted the construct; using this feature destroys the origami frog.

Origami Familiar

At 2nd level, you learn the **Find Familiar*** spell; you always have it prepared, and it doesn't count against the number of spells you can prepare each day. Your familiar appears as an origami version of itself, is immune to poison and psychic damage, and is a construct, instead of a celestial, fey, or fiend. In addition to the familiar's normal statistics, it also gains access to the following abilities.

Camouflage. You can command your familiar to shift into a flattened paper form. In this form the familiar looks nearly indistinguishable from a normal piece of paper. If a creature uses its action to examine the familiar, it can discern the familiar for what it is with a successful Intelligence (Investigation) check against your spell save DC. The familiar can use an action to shift back into its origami form.

Last Resort. As an action, your origami familiar can dive toward a creature, unfurling itself and wrapping around the target's face, as if a sheet of paper blown by the wind. The target must make a Dexterity saving throw against your spell save DC or become blinded for 1 minute. A creature blinded by the paper or one that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is no longer blinded. When this effect ends, your familiar is destroyed.

Reconnaissance. As an action, you can command your familiar to spy. The origami familiar will then spend 1 minute listening to any and all sounds within 15 feet of itself, recording what it overhears on its paper body. It then returns to you and dispels its familiar form, leaving behind a transcript of its findings written in a language of your choice that you know.

Binding Release

Starting at 6th level, you can use a bonus action to move one of your origami constructs to a creature that you can see within 30 feet of it.

Paper Path

Also at 6th level, when you cast a spell with a range of touch, your origami construct can deliver the spell as if it had cast the spell. Your construct must be within 100 feet of you. If the spell requires an attack roll, you use your attack modifier for the roll.

Origami Servant

Beginning at 10th level, you learn the **Unseen Servant*** spell; you always have it prepared, and it doesn't count against the number of spells you can prepare each day. In addition, you can cast it without expending a spell slot, but the maximum number of servants you can have at a time is equal to half your wizard level (rounded up). When you cast it, it has the following changes:

- ♦ The spell lasts for a number of hours equal to your proficiency bonus, instead of 1 hour.
- ♦ Your servant appears as a visible origami version of itself.
- ♦ Your servant is immune to poison and psychic damage.
- ♦ Your servant can move through a space as narrow as 1 inch wide without squeezing.
- ♦ When you use your bonus action to command a servant, you can issue a unique command to each servant you have created as part of the same bonus action.
- ♦ Your servant falls at a rate of 60 feet per round and takes no falling damage.
- ♦ Your servant can see invisible creatures and objects as if they were visible.
- ♦ As an action, while your servant is within 100 feet of you, you can see through your servant's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the servant has. During this time, you are deaf and blind with regard to your own senses.

Arcane Refresh

At 14th level, your origami constructs return the magic you lent them when you imbued them with life whenever they are destroyed. When one of your constructs is destroyed, you can regain 10 hit points or regain a spell slot of 2nd level or lower (your choice).

Additionally, when one of your constructs would take damage, you can use your reaction to negate the damage against it. Once you use this ability, you can't do so again until you finish a long rest.

BACKGROUNDS

This section describes backgrounds that are unique to Obojima. Many of them are associated with one of the factions outlined on page 17. Feel free to use the ones found in the Player's Handbook, and consider how they might fit into the setting.



Apprentice of AHA

You spent time studying with the archaeologists, historians, and archivists of AHA, the group of adventuring academics who seek knowledge about the

nature of Obojima and its past. With your mentor, you pursued answers to one of the island's mysteries. During your apprenticeship, you traveled to one or more of AHA's excavation sites and worked alongside the organization, but never became an official member. Even now, unanswered questions from your time with the group continue to rattle around in your mind. For more on AHA, see page 17.

Skill Proficiencies: History, Investigation

Tool Proficiencies: You gain proficiency in an Artisan's Tool of your choice.

Equipment: An Explorer's Pack, 5 candles, shovel, signal whistle, a journal full of old research from your time as an apprentice, and 13 gold flowers.

FEATURE: WISE REPUTATION

Due to your time spent in the field you've met or are familiar with many of the intellectuals and creative minds in Obojima's villages.



Apprentice Diver

You are or once were a member of the Mariners' Guild, an intrepid group of aquatic explorers and mariners. Working as an apprentice diver in the lodge you have learned much about the Shal-

lows—you know what is dangerous and what is delicious. You have climbed the cliffs around the island, explored many beaches, and learned how to use the gear needed to survive under the waves. For more on the Mariners' Guild, see page 17.

Skill Proficiencies: Athletics, Nature

Tool Proficiencies: Divers Armor

Equipment: An Explorer's Pack, a chest, grappling hook,

fishing tackle, a faction coin marking which lodge you trained under, and 11 gold flowers.

FEATURE: ONCE A MEMBER ALWAYS A MEMBER

When visiting either of the Coastal Diver's Lodges, you always have free room and board. Additionally, the lodge will assist you in your endeavors as best they can.



Apprentice Witch

The ways of witchery are mysterious and often guarded by its practitioners. Whether you sought it

out or a witch recognized something in you, you came to apprentice for a witch or coven. Under their tutelage, you were introduced to Obojima's folk magic tradition, where you learned the rudiments of potions and other magical preparations. Although you may have trained under one for some time, you never officially joined one of the covens and are considered a witch without a crest. For more on witch covens, see page 19.

Skill Proficiencies: Arcana, Survival

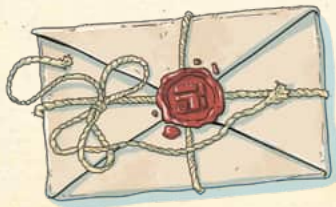
Tool Proficiencies: Alchemist's supplies

Equipment: Alchemist's supplies, 9 common ingredients (which you know the attributes for), a hat or robe from your time as an apprentice, and 9 gold flowers.

FEATURE: SIBLING STUDENT

You have a close and trustworthy friend who studied under the same witch as you and has now made it into one of the six main covens. When needed, they act as your liaison to the coven or covens they're connected to.

If a player chooses an apprentice background for their character, it doesn't mean they are full members of that faction. An apprentice witch, for example, learned under a witch for a time, but it doesn't mean that character was inducted into a coven yet. It does mean that the apprentice had a mentor, though. Work with that player to figure out who their character's mentor or mentors were, and determine what that character's current level of involvement is with that faction.



Courier Brigade Cadet

You were a cadet with the noble Courier Brigade, where you trained at arms, learned to traverse the landscape quickly and quietly, and

practiced the hallowed task of properly delivering a package. The couriers' code—"Deliverance through delivery"—taught you that your purpose is to be of service to others, and that one of the highest virtues is seeing things through to the end. For more on the Courier Brigade, see page 17.

Skill Proficiencies: Stealth, Survival

Tool Proficiencies: Cobbler's tools

Equipment: An Explorer's Pack, cobbler's tools, climber's kit, hooded lantern, lock, an old uniform issued by the courier brigade, and 11 gold flowers.

FEATURE: POCKET MAP

You have an old worn out pocket map of the island from your time as a cadet. The map is inscribed with a handful of paths known only to the Courier Brigade.



Mechanic

You've spent most of your life working on mechanisms and machines. For you, understanding both new

and old technology requires a more hands on approach. Through trial and error, you have learned to create, repair, and modify all things mechanical and electronic, and you have honed your eye to recognize useful parts among the scattered bits of technology that are found throughout the island.

Skill Proficiencies: Mechanics, Salvage

Tool Proficiencies: You gain proficiency in three Artisan's Tools of your choice.

Equipment: An abacus, ball bearings (1000), block and tackle, flask of oil, an unfinished mechanical trinket, and 15 gold flowers.

FEATURE: MACHINE WHISPERER

You have a knack for machines and can tell what state one is in by spending a few minutes with it. Machines that have been sundered are unusable and should be scrapped for parts. Machines in disrepair could potentially function again if someone fixed them up, and functioning machines do just that. Function!



Spirit Kin

Though everyone living on Obojima comes in contact with spirits to one degree or another, your interaction with the Spirit Realm has always occurred with peculiar regularity. All

your life you've had a special kinship with spirits that few share in. You've come to love their food, their culture, and their people more than the average material being. These habits have drawn fascination, suspicion, and confusion from locals, but that doesn't stop them from enlisting your talents when spirit stuff gets weird.

Skill Proficiencies: Mechanics, Persuasion

Languages: Torum

Equipment: A bedroll, 10 candles, two different common ingredients (linked to your spirit allies), a special item gifted to you by a spirit, and 10 gold flowers.

FEATURE: CONNECTIONS BEYOND MATERIAL

You have come to know two spirits by name, and through your relationship have learned special rituals and techniques that allow you to find them across the Physical and Spirit Realms.

By using two unique ingredients that you choose when taking this background, you can contact these spirits from any distance or plane of existence. The ritual you enact to utilize these ingredients and contact a spirit is uniquely your own—it might involve a tea ceremony, or perhaps the burning of the ingredients and partaking in the aromatic smoke they produce.

LANGUAGES

The languages spoken on Obojima all sound different because each language has its own mysterious origin. The croaking language of the Nakudama is very different from the whispered language of the spirits. There are various dialects that have developed among the human villages around the island that sound similar having had a common ancestry, but the language of humans and elves compared to that of the dara or the Nakudama are as different as night and day.

Over time, Obojimans have developed their own common tongue which allows everyone to converse, trade, tell tales, and poke fun at one another.

TORUM (SPIRIT LANGUAGE)

ARCHAIC FIRST AGE LANGUAGES

NAKU NAKU (NAKUDAMA)

COMMON



EQUIPMENT

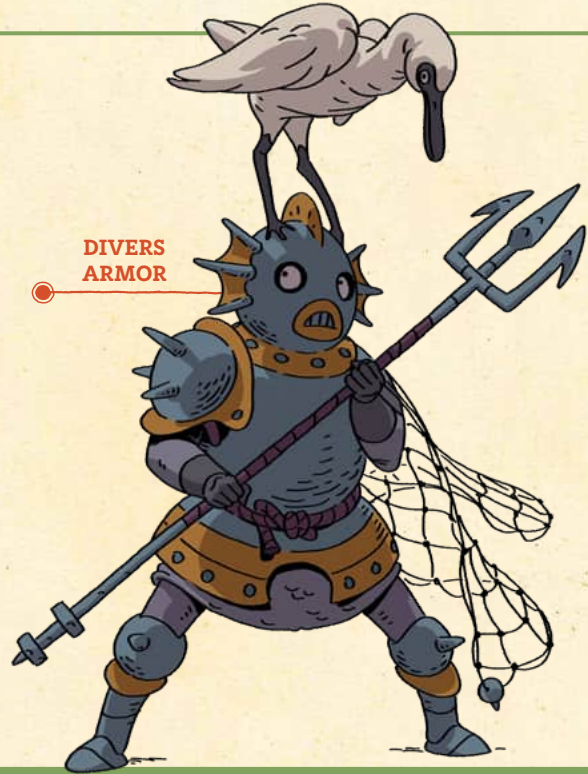
Obojimans are known for their ability to find a use for everything and the island has all kinds of odd tools and contraptions from every era of its long and mysterious history. Thus, when an adventurer goes to outfit themselves for their journey, there might be all kinds of interesting tools, weapons, and exotic merchandise for them to peruse before choosing what equipment will best suit the needs of their quest.

Armor

Bark Armor. While wearing bark armor, you gain advantage on stealth checks made in wooded areas.

Divers Armor. While wearing divers armor your movement is reduced by 10, unless your Strength score is equal to or greater than 18. Additionally, whenever the spell **Water Breathing*** is cast on you while wearing the divers armor, the duration of the spell is doubled for you.

Pot Lid. When taking the attack action with a finesse or light melee weapon that you're holding in one hand, you can use a bonus action to attack with a pot lid that you're holding in the other hand. On a hit, the pot lid deals 1d4 bludgeoning damage. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.



Armor Name	Cost	Armor Class	Strength	Stealth	Weight	Special
Light Armor						
Bark Armor	8 gp	11 + Dex Modifier	-	-	14 lb.	Special
Medium Armor						
Scumweed Armor	60 gp	15 + Dex Modifier (Max 1)	-	-	22 lb.	-
Heavy Armor						
Divers Armor	2,000 gp	17	Str 16	Disadvantage	100 lb.	Special
Shield						
Pot Lid	1 gp	+1	-	-	2 lb.	Special

Shield Mechanics

This optional rule allows shield bearers to sacrifice their shield in order to reduce damage from an incoming attack. In this rule system, non-magical shields have their own set of hit points, which you can use in place of yours when the moment calls for it. When a creature wielding a shield is hit by an attack, it can use its reaction to direct damage from the incoming attack to the shield's pool of hit points, instead of taking the damage itself. If the shield is reduced to 0 hit points, it is broken, and any excess damage is dealt to the creature wielding the shield as normal. A broken shield gives no bonus to the shield bearer's AC.

A shield's durability is based on the material it's made of. Below is a list of example shields.

Shield Durability Table

Wooden shield	5 HP
Metal shield	10 HP
Well-crafted wooden shield	10 HP
Well-crafted metal shield	20 HP



POT LID

Shield Repair

If a shield takes damage or is broken, it can be repaired at any armorsmith at a cost of 1 gold petal for each hit point recovered.

When a shield is damaged in this way, it is unable to be repaired by the tools available to an adventurer on the road such as their travelers artisan's tools, or the *Mending spell. Instead, to return the shield to its original condition it must be taken to a shop and repaired by a craftsman.**

Weapons

Simple Melee Weapons

Name	Cost	Damage	Weight	Properties
Boat Oar	8 sp	1d10 bludgeoning	8 lbs	Two-handed
Boomerang	2 gp	1d6 slashing	1 lbs	Finesse, thrown (60/180 ft.), special
Butterfly Staff	4 cb	1d4 bludgeoning	1 lbs	Finesse, versatile (1d6), special
Fan	2 cb	1d4 slashing	¼ lbs	Finesse, light, special
Frying Pan	3 sp	1d6 bludgeoning	6 lbs	Versatile (1d8), special
Iron Tea Kettle	1 sp	2d4 bludgeoning	2 lbs	
Shovel	3 sp	1d6 bludgeoning or slashing (you choose)	4 lbs	Versatile (1d8)
Umbrella	5 sp	1d4 bludgeoning	2 lbs	Finesse, special

Martial Melee Weapons

Name	Cost	Damage	Weight	Properties
Bellow Flute	1 gp	1d6 bludgeoning	½ lbs	Finesse
Candlemaker's Club	7 sp	2d6 bludgeoning	10 lbs	Heavy, two-handed, special
Dandelion Spear	5 gp	1d8 piercing	6 lbs	Heavy, reach, versatile (1d10)
Drive Shaft	100 gp	3d4 bludgeoning	20 lbs	Heavy, two-handed
Lom Lom Dagger	15 gp	1d6 slashing	1 lbs	Finesse, light, thrown (20/60 ft.)
Secret Stone Sword	30 gp	1d6 bludgeoning	1 lbs	Light, versatile (1d8)
Shepherd Crook	7 sp	1d6 bludgeoning	4 lbs	Reach, special
Tapper Sack	1 gp	1d6 bludgeoning	5 lbs	Reach, versatile (1d8)
Vertebrae Sword	6 sp	1d8 piercing	1 lbs	Special
Vaulter's Axe	5 gp	1d10 slashing	15 lbs	Heavy, reach, special, two-handed
Field Spear	2 gp	1d6 slashing	1 lbs	Finesse, thrown (30/90 ft.), versatile (1d8)

Martial Ranged Weapons

Name	Cost	Damage	Weight	Properties
Nakudama Bubble Rod	22 gp	2d4 bludgeoning	1 lbs	Ammunition (range 50/200 ft.)

Island Weapons

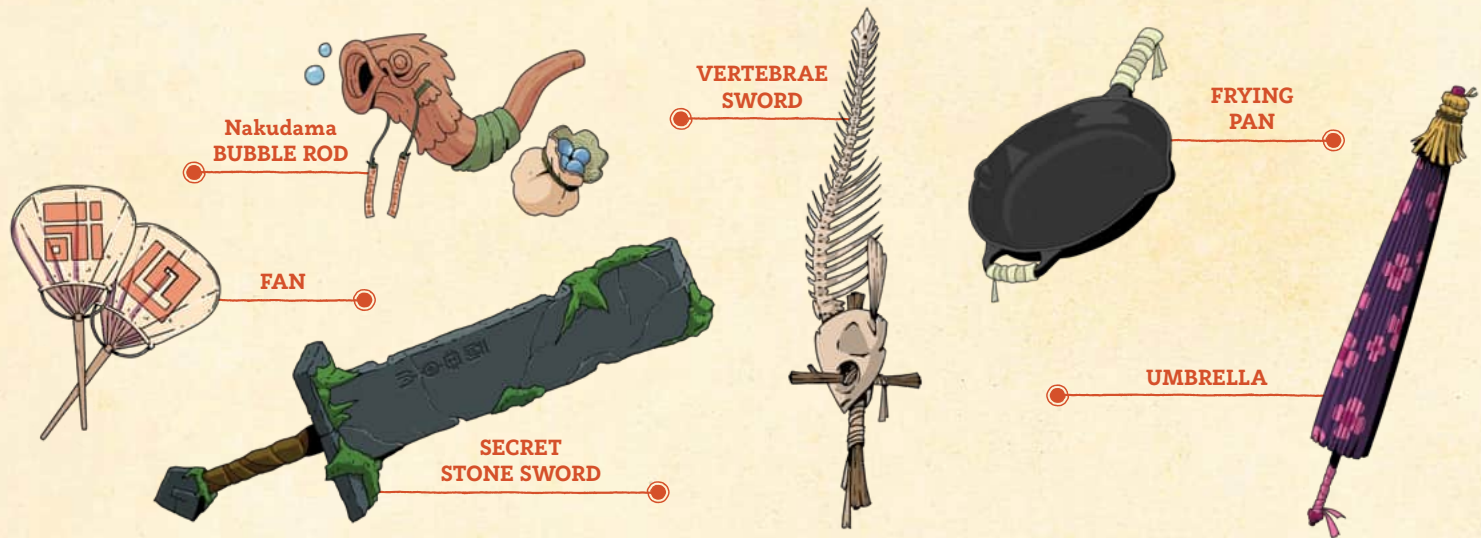
Weapons unique to Obojima are described here.

Bellow Flute. The traditional Obojiman instrument has gotten a second life as a swift club-like weapon commonly used by traveling performers. It is crafted from a special coral found all across the shallows, which naturally forms with dozens of tiny holes that run throughout the body of the instrumental weapon. When swung it emits a beautiful harmonic sound.

Dandelion Spear. This strange and intimidating weapon was made for fishing in the reefs and crags of the Shallows. Its long haft is tipped with a spherical array of thin sharp barbs, which gave the spear its title, as its silhouette is reminiscent of a blooming dandelion.

Field Spear. Also known as the merchant's blade, the field spear was proven a useful and sturdy tool by the hundreds of merchants and travelers that use it in their expeditions across the island. Its shorter haft is roughly half the size of a standard spear and its tip is more similar to a wide blade or dagger than the traditional spear tip.

Lom Lom Dagger. The short and angular blade of a lom lom dagger was designed for cleaving and quickly became a staple in most of Obojima's kitchens. Over time, the blade length grew longer and longer, and eventually the lom lom dagger made its way out of the kitchen and into the hands of adventurers, who favored it for its balance and accuracy when thrown.



Nakudama Bubble Rod. The Nakudama bubble rod is most recognizable by the curious sounds it produces when used. The wet descending whistle of multiple water filled glass marbles shot from the end of the oblong tube, quickly followed by the unmistakable pop of the ammunition as they hit their target.

Secret Stone Sword. Although it's not much of a secret nowadays, the magical stone known as feather rock, which is used to craft these stone swords, was once coveted and kept hidden by the Nakudama. Even though feather rock is now commonly used by potion brewers, and the craft of making one of these swords is fairly common, the name has stayed the same.

Tapper Sack. A tapper sack is a simple tool and weapon used by farmers. At the end of a fine, yet sturdy, braided cord is a simple bag which has been filled with sand. Although it's not very flashy, in the hands of a skilled adventurer this humble weapon packs quite a punch.

Special Weapons

Weapons with special rules are described here.

Boomerang. When thrown, the boomerang returns to an unoccupied space adjacent to you. As a reaction, you can choose to catch it.

Butterfly Staff. Although it can be used as a weapon, the butterfly staff is more commonly used as a tool to catch small spirits and critters. Its tall haft is capped with a well-woven net, which is often made from sheep dragon wool.

When you make a grapple check while holding the butterfly staff, you can use the staff to target a Small or smaller creature that is up to 10 feet away from you. When you do so, you use your attack modifier for the weapon in place of your Strength (Athletics) check. While grappling a creature in this way, you can't make another attack with the butterfly staff.

Candlemaker's Club. These heavy honey dipper shaped clubs are traditionally used for mixing the giant vats of wax used by the Courier Brigade to seal packages and craft candles. They're now used by postal knights and adventurers as a useful defensive and offensive tool.

While wielding a candlemaker's club, you can use a bonus action to extinguish a flame within 5 feet of you.

Fan. When you're hit by a ranged weapon attack, you can use your reaction to reduce the incoming damage of the attack by a number equal to your Dexterity modifier.

Frying Pan. When wielding a frying pan, you can use your bonus action to add a +1 bonus to your AC until the end of your next turn. You can't gain this benefit while wielding a shield.

Shepherd Crook. As a bonus action, you can make a contested Strength check against a creature within range, moving the target to another unoccupied space within 5 feet of you on a success.

Umbrella. Whenever you take falling damage while wielding an umbrella, you can use your reaction to reduce the damage by a number equal to twice your proficiency bonus.

Vertebrae Sword. The jagged vertebrae sword of a fishfolk warrior can barely be called a sword. Locals would say it's better described as a makeshift weapon crafted from a fish skeleton and sea trash. Its poor construction is the reason it's not often a weapon seen on land, though when used by a skilled fighter, it most certainly can be a formidable tool.

When you successfully hit a creature with a vertebrae sword, you can use a bonus action to rake and twist the weapon, breaking off some of the sword's boney barbs and dealing an extra 1d8 piercing damage. The vertebrae sword can only be used in this way 5 times before it becomes unusable as a weapon.

Vaulter's Axe. The vaulter's axe was designed by the Rangers of the Greenward Path for exploring the Brackwater Wetlands. Its tall haft allows wielders of the axe to easily check water depths and vault over obstacles. To this day it's a useful tool for anyone exploring the eastern side of the island.

As part of your movement, you can use the vaulter's axe to launch yourself 15 feet over a creature or obstacle. Using your movement in this way ignores nonmagical difficult terrain.

ADVENTURING GEAR

Below you'll find an array of nonmagical objects and equipment commonly used by the islanders. This list includes First Age technology, recreations of First Age technology, and new creations.

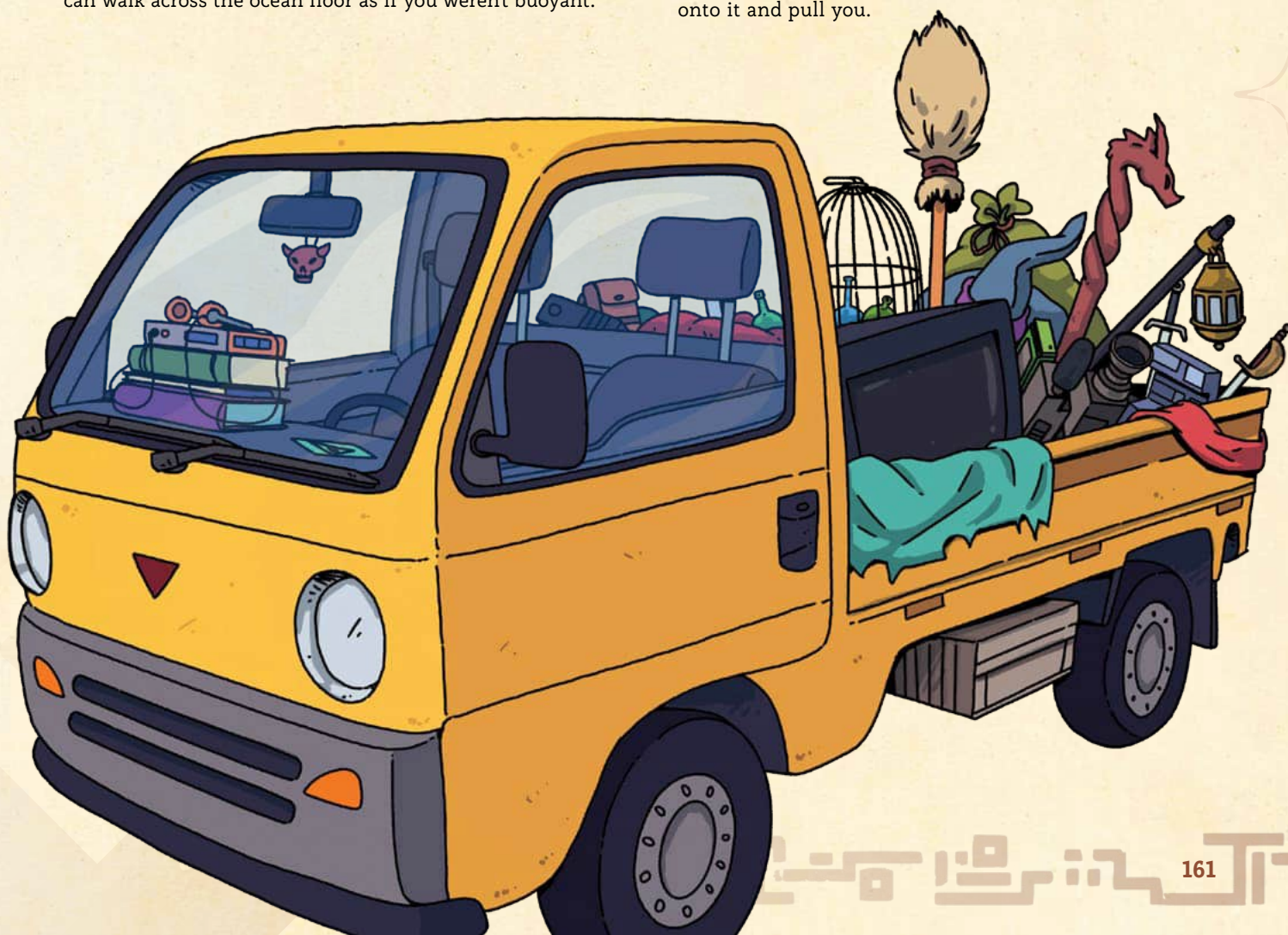
Arcane Detection Kit. Arcane Detection Kits (or ADKs) have been popularized by witches in the last two decades as the desire for potions from local islanders has gradually increased. Although the contents of these kits vary depending on the coven and individual using them, there are a few staples found in nearly every kit, such as spark powder and arcana oil. No matter the contents, a skilled potion brewer can use the kit to sniff out the latent magic found in objects all across the island.

Bicycle. These First Age vehicles have become increasingly popular over the years as recreations started being crafted out of Yatamon. Both the recreations and the originals have a speed of 60 feet while being ridden.

Sea Sink Boots. These weighted boots are used by the Mariners' Guild to quickly descend into the Shallows and explore the shallow beds. While wearing the boots, all nonmagical speeds you possess are reduced to 10 feet, you descend into water at a rate of 100 feet per round, and you can walk across the ocean floor as if you weren't buoyant.

Glider. A creature holding onto a glider with both hands while falling, descends at a rate of 10 feet per round and can travel up to 50 feet horizontally. A creature can use its action to operate the glider, changing the direction they're moving and avoiding any obstacles in their path. If a creature is still in the air after 1 minute has passed, it must succeed on a DC 10 Strength saving throw or let go of the glider, falling as it normally would. This saving throw is repeated every minute, with the DC increasing by 2 every time the saving throw is made (to a maximum of DC 20).

Hook Sling. This heavy metal contraption can be used to hurl a barbed hook at the surface of a solid object within 20 feet of you, latching onto it and pulling you toward the target. The hook can be hurled using a bonus action, and it requires an action to wind it back in before you can use it again. You can hurl the hook using only one hand, but it requires two hands to wind the hook back in. If the targeted surface has no lip to grasp or is otherwise too difficult for the barb to hook onto, the hook fails to latch onto it and pull you.



FEATS

Feats are a way to customize and enhance your character without increasing ability scores—an option that your GM can choose to include in your game. These feats are filled with flavor designed to make your character feel more a part of the world of Obojima.

Boomerang Expert

You have mastered the versatile boomerang and are capable of performing extraordinary feats with the weapon. You gain the following benefits:

- ♦ The damage die for the boomerang is now a d8 for you.
- ♦ Attacking at long range doesn't impose disadvantage on ranged attack rolls made with a boomerang.
- ♦ You automatically catch the boomerang after throwing it without needing to use your reaction.

Bumbling Fool

You have a peculiar way of fumbling through life that somehow always works out in your favor, succeeding in situations through what others might view as accidental luck. When you fail an ability check and roll a number on the die equal to half your level (rounded up) or lower, you can choose to replace the die roll with a 15 instead. You can use this ability three times, and you regain all expended uses when you finish a long rest.

Canden and Moon's Master Cut

Prerequisite: You must have beaten a master at Master Candan and Moon's Sword School

Having trained with the masters of the first sword school of Obojima, you've picked up a handful of useful skills. You gain the following benefits:

- ♦ Your walking speed increases by 5 feet.
- ♦ Immediately after rolling initiative, you can use your reaction before the first turn of combat to draw a weapon and move up to half your speed (rounded up). If you end this movement within reach of another creature, you can use the weapon to make one melee attack against that creature.
- ♦ When you are hit by an attack, you can use a reaction to assume a defensive stance, allowing you to fend off incoming strikes. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack. Once you assume this stance, you can't do so again until you finish a long rest.

Cloud Hopper

Your exposure to the great wind spirit has changed you. You gain the following benefits:

- ♦ When you move on your turn, you can choose to conjure tiny clouds below your feet, allowing you to move into unoccupied spaces in the air. You can move a number of feet in this way equal to $5 \times$ your proficiency bonus before the clouds stop appearing. Ending this movement while in the air causes you to fall as normal.
- ♦ You learn the **Fog Cloud*** and **Gust of Wind*** spells, each of which you can cast once without expending a spell slot. You regain the ability to cast these two spells in this way when you finish a long rest. You can also cast the spells using spell slots you have of the appropriate level. Your spellcasting ability for this spell is Intelligence, Wisdom, or Charisma (your choice).

Coven Witch

Prerequisite: You must be a member of a witches coven

You have become an official member of a witches coven. You gain the following benefits:

- ♦ Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- ♦ You learn two random common and uncommon potion recipes from your coven.
- ♦ You learn two 1st-level spells of your choice. The 1st-level spells must be from the divination, conjuration, or transmutation school of magic. You can cast each of these spells once without expending a spell slot. You regain the ability to cast these two spells in this way when you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

Forager

You've spent countless hours exploring the island searching for ingredients. You gain the following benefits:

- ♦ Increase your Wisdom score by 1, to a maximum of 20.
- ♦ You gain proficiency in the Survival skill. If you already have this proficiency, you instead gain expertise with that

skill, which means your proficiency bonus is doubled for any ability check you make using it.

- ♦ You produce twice the number of common or uncommon ingredients when foraging.

Freediver

You have undergone extensive underwater training. You gain the following benefits:

- ♦ Increase your Constitution score by 1, to a maximum of 20.
- ♦ You gain a swimming speed equal to twice your Constitution score (rounded up to the nearest 5 feet). If you already have a swimming speed, it instead increases by 10 feet.
- ♦ You triple your Constitution modifier when calculating how long you can hold your breath.
- ♦ You gain resistance to cold damage.

Group Combatant

You've honed your fighting skills and are just as comfortable fighting a group of enemies as you are facing a combatant one on one. You gain the following benefits:

- ♦ Bludgeoning, piercing, and slashing damage that you take from nonmagical attacks is reduced by 2, to a minimum of 1.
- ♦ Creatures don't gain advantage on attacks made against you using the optional flanking rules.
- ♦ After you provoke an opportunity attack on your turn, your movement doesn't provoke opportunity attacks for the rest of the turn.

Light Foot

You are exceptionally speedy and agile. You gain the following benefits:

- ♦ While you aren't wearing heavy armor, you gain a +1 bonus to your AC.
- ♦ Whenever you take the Attack action, you can forgo one of your attacks to move up to half your speed.
- ♦ Nonmagical difficult terrain costs you no extra movement.
- ♦ You can move through a hostile creature's space, regardless of its size.

Magically Mischievous

You've picked up a few magical tricks that assist your nefarious skills. You gain the following benefits:

- ♦ You gain proficiency in the Sleight of Hand skill. If you already have proficiency, you gain expertise instead,

which means your proficiency bonus is doubled for any ability check you make with it.

- ♦ When you succeed on a Dexterity (Sleight of Hand) check to steal something, you can magically turn the object you stole invisible as part of the same action, as if you had cast the **Obscure Object** spell. The object must be small enough to fit in the palm of your hand, and this effect lasts for 1 minute. You can use this ability a number of times per day equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Member of AHA

Prerequisite: You must be a member of AHA

You have become an official member of AHA. You gain the following benefits:

- ♦ Increase your Intelligence score by 1, to a maximum of 20.
- ♦ You learn the **Jolt** cantrip. You also learn one of the following spells of your choice: **Comprehend Languages***, **Detect Magic***, **Identify***, or **Illusory Script***. You can cast the chosen spell once without expending a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast the spell using any spell slots you have. Intelligence is your spellcasting ability for these spells.

Minor Corruption

You were exposed to the Corruption, a dark magic that's poisoning the island. It's now begun to alter you as well. You gain the following benefits:

- ♦ You gain a +1 bonus to AC while you have less than half of your hit points remaining.
- ♦ You can draw upon the Corruption within you to channel your magical power. You don't need to use a spellcasting focus for your spells, allowing you to ignore the material components specified for the spell, unless the component indicates a cost or is consumed by the spell.
- ♦ As a reaction, when you take damage, you can temporarily negate an amount of the damage equal to three times your level; you take any excess damage as normal. At the end of your next turn, you must make a Constitution saving throw, the DC of which is equal to 10 or one-third the damage you would have taken, whichever number is higher. On a failed save, you immediately take the negated damage. You must continue to make a Constitution saving throw at the end of each of your turns for 1 minute or until you fail the save, at which point you take the negated damage. Once you take this reaction, you can't do so again until you finish a long rest.

Nakudama's Electric Bloodline

Prerequisite: You must be a Nakudama

Although it's uncommon in today's day and age, some Nakudama are able to awaken the now dormant skills held by their warring ancestors. You gain the following benefits:

- ♦ You have resistance to lightning damage.
- ♦ You have an electrified tongue that you can use to make unarmed strikes. It has the finesse and reach properties, and when you hit with it, the strike deals lightning damage equal to 1d6 + your Strength or Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike. The damage from your tongue increases when you reach 5th level (1d8), 11th level (1d10), and 17th level (1d12).
- ♦ When you become grappled by a creature, you can use your reaction to force the creature to make a Constitution saving throw (DC 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 lightning damage and the grapple ends.

Nakudama's Toxin Bloodline

Prerequisite: You must be a Nakudama

Although it's uncommon in today's day and age, some Nakudama are able to awaken the now dormant skills held by their warring ancestors. You gain the following benefits:

- ♦ You have resistance to poison damage.
- ♦ You have advantage on saving throws against being poisoned.
- ♦ You can cause your cheeks to swell and bubble out as your mouth fills with liquid poison. As an action, you can spit several globs of poison in quick succession, targeting a number of creatures equal to your proficiency bonus. Each target must be within 30 feet of you and must make a Constitution saving throw (DC 8 + your Constitution modifier + your proficiency bonus). A target takes poison damage equal to 1d8 + your proficiency bonus on a failed save, or half as much damage on a successful one.

Postal Knight

Prerequisite: You must be a member of the Courier Brigade

You have trained as a member of the Courier Brigade. You gain the following benefits:

- ♦ Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- ♦ You gain proficiency in the Athletics and Survival skills.
- ♦ Exhaustion doesn't cause you to have disadvantage on ability checks.

Potion Brewer

Your expertise and understanding of magical potions and elixirs allow you to finesse ingredients and recipes to your specifications. You gain the following benefits:

- ♦ When brewing potions, you can choose to take the second-highest ingredient attribute number from your potion recipe, instead of the first.
- ♦ When brewing a potion, you can roll percentile dice. If you roll a number equal to or lower than your level, you create two potions instead of one.

Tellu and Scale's Master Cut

Prerequisite: You must have beaten a master at Master Tellu and Scale's Sword School

Having trained with the masters of the valley sword school, you have learned the usefulness of quickly changing between different fighting techniques in the midst of battle. You gain the following benefits:

- ♦ **One Handed.** While wielding a versatile weapon in one hand, your quick movements and agile defense allow you to regain ground even when your enemy advances. Once before the start of your next turn when you're missed by a melee attack from a creature within your reach, the attacker takes damage from your weapon equal to twice your proficiency bonus.
- ♦ **Two Handed.** When wielding a versatile weapon in two hands, your powerful stance allows you to catch your target off guard. Whenever an enemy within your reach makes a melee weapon attack against you and misses, you can use your reaction to attempt to knock the attacker off balance. The target must succeed on a Dexterity saving throw (DC 8 + your Strength modifier + your proficiency bonus) or be knocked prone.

Toraf and Bolder's Master Cut

Prerequisite: You must have beaten a master at Master Toraf and Bolder's Sword School

Having trained with the masters of the mountain sword school, you've learned how to pull off difficult weapon maneuvers which allow you to target specific parts of a creature's anatomy. You gain the following benefits:

- ♦ **Head Strike.** Before you make a melee attack with a weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, the target has disadvantage on the next attack roll it makes before the end of its next turn.
- ♦ **Torso Strike.** Before you make a melee attack with a weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, the target can't speak until the start of your next turn, after which it is immune to the effects of Torso Strike for the next minute.

- ♦ **Leg Strike.** Before you make a melee attack with a weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, the target's speed is reduced by 10 feet (to a minimum speed of 10 feet). This effect lasts until the start of your next turn.

You can only use one of these strikes per attack.

Vocalist Arcanist

Your unique method of weaving song into magic allows you to enhance your spells through your magical vocals. When you cast a spell that forces a target to make a saving throw or requires you to make a spell attack roll, you can choose to enhance the spell through song. You can wait until after you roll the d20 before deciding to use this, but must decide before the GM says whether the roll succeeds or fails.

When you do so, make a Charisma (Performance) check. The DC for this check is equal to 10 + the spell's level. On a success, your proficiency bonus is doubled for the spell attack roll or your save DC for that casting of the spell.

Once you have succeeded on this check three times, you can't use this benefit again until the next dawn.

Wetland Explorer

Your deep knowledge of the dangerous creatures that inhabit the world aid you in both fighting and tracking them. You gain the following benefits:

- ♦ Select two creature types of your choice. Whenever you roll initiative at the start of a combat that has one or more hostile creatures of the chosen type, you can add your proficiency bonus to the roll. If a creature has magically altered its form to appear as another creature type, you don't gain this benefit.
- ♦ You gain a +5 bonus to Dexterity (Stealth) and Wisdom (Survival) checks involving one or more of the chosen creature types.
- ♦ You gain a +2 bonus to attack rolls made against a target of the chosen creature type.

SKILLS

Below you'll find two skills which are new to D&D and specifically used on the island of Obojima by crafters and potion brewers alike.

Mechanics

Your Intelligence (Mechanic) check measures your ability to comprehend, operate, craft, and repair non-magical machines.

Salvage

The GM might ask you to make an Intelligence (Salvage) check to search for, disassemble, or otherwise recall information about mechanical parts that are useful for magical and non-magical machines or potions.

CONDITIONS

Below you'll find a condition which is new to D&D and used by creatures and in spells found on the island of Obojima.

Pacify

A pacified creature can't attack, cast a spell that affects an enemy, or deal damage to another creature.



MAGIC ITEMS

In the world of Obojima, magic items are abundant and diverse, each possessing unique powers and abilities which are sought after by a wide variety of people from spirit merchants and ramen chefs, to witches and adventurers alike. Some magic items are imbued with the essence of elemental forces, such as fire, water, wind, and earth. Others may be relics of the First Age or gifts from elder spirits, each with its own mysterious origins and hidden potential. Whether it be a sword that bursts into flames with every swing or a magic bicycle that grants its rider the ability to soar through the skies, these magic items play a crucial role in shaping the fate of those who possess them on Obojima.

Mundane Magic Items

Though adventurers often seek useful magic items to aid them in their endeavors, most magic items are used by islanders seeking to make their lives or their professions easier. Magical tools and potions can be found all across Obojima in farms, bakeries, bookbinders, and more.

Magic Items

This section lists the new magic items that can be found throughout the island of Obojima. The magic items are listed alphabetically.

1 ANGLERFISH HELM

Wondrous Item, Uncommon (Requires Attunement)

While wearing this helmet, the duration of the **Water Breathing*** spell is doubled when cast on you, and you can cause the helmet's antenna to shed bright light in a 20-foot radius and dim light for an additional 20 feet.

Additionally, you can cast **Charm Person*** from the helmet as a 3rd-level spell. Once you do so, you can't use this property again until the next dawn.

2 BAFFLED CANDLE

Wondrous Item, Uncommon

While lit, a creature holding this candle becomes invisible. The candle can burn for 1d4 + 3 minutes. Once the candle fully burns down, the item is destroyed.

3 BELL OF RESONANCE

Wondrous Item, Uncommon

The sound of this little bell causes metal to vibrate violently. As an action, you can ring the bell, causing all creatures wielding metal weapons within 30 feet of the bell to make a DC 14 Strength saving throw. On a failed save, the creature drops its weapon. Once you use this property, it can't be used again until the next dawn.

4 BOOTS OF THE STAMPEDE

Wondrous Item, Uncommon

While wearing these boots, you can move an additional 15 feet whenever you take the Dash action.

5 BURNRIGHT BRAND HAIR DRYER

Wondrous Item, Rare (Requires Attunement)

This hair dryer has 7 charges. It regains 1d6 + 1 expended charges daily at dawn. While holding it, you can use an action to cast one of the following spells: **Burning Hands*** (1 charge), **Cone of Cold*** (5 charges), or **Gust of Wind*** (2 charges).





6 CENSER OF ARGUING SPIRITS

Wondrous Item, Rare

This tarnished and dented teapot appears like an unimportant mundane item. Sloshing sounds can be heard from within the pot when shaken, and it always feels warm to the touch. When the lid is removed, three tendrils of colored smoke rise from its blackened center. At the top of the tendrils are the smushed faces of 3 elderly men, all of which quickly begin to bicker amongst themselves. You can ask each man one question, and he will answer to the best of his ability. Once you have asked them all a question, they begin to ignore you and continue to argue amongst themselves until the lid is replaced at the top of the pot.

It's unknown who these men were, but each seems to retain knowledge from their past lives. Once you ask one of the men a question, you can't ask him another question until 7 days have passed.

7 CANSECO BAT

Weapon (Warhammer), Uncommon (Requires Attunement)

This baseball bat uses the statistics of a +1 warhammer. If a hostile creature misses you with a ranged spell attack while wielding this bat, you can use your reaction to redirect the attack at another creature you can see within 30 feet of you, using this weapon's attack bonus for the new attack roll. Once you use this property, you can't do so again until the next dawn.

8 CLOUD-TOUCHED BOOMERANG

Weapon (Boomerang), Common (Requires Attunement)

You can choose to activate this boomerang's swirling vortex whenever you attack with it. On a hit, the target must succeed on a DC 12 Strength saving throw or fall prone.

9 COIN'S EDGE

Wondrous Item, Common

This magical coin has the symbol of a dagger on it. When the coin is flipped into the air, it transforms into a mundane dagger. Once this property is used, it can't be undone.

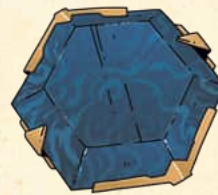


10 CORRUPTED PENDANT

Wondrous Item, Rare

This finely crafted gemstone pendant has a dark Corruption sealed within it. Wearing it gives you the oddest desire to visit the ocean. While wearing this pendant, you can use an action to regain a number of hit points equal to one-third of your hit point maximum. Using the corrupted pendant in this way causes an unnatural rush that drains your body and prevents you from resting normally. Once you regain hit points in this way, you can't benefit from a short rest until the next dawn.

Once this property has been used, it can't be used again until the next dawn, after which point you must spend 1 hour performing a revitalizing ritual on the pendant for it to regain the use of this property. The ritual consumes three common potion ingredients.

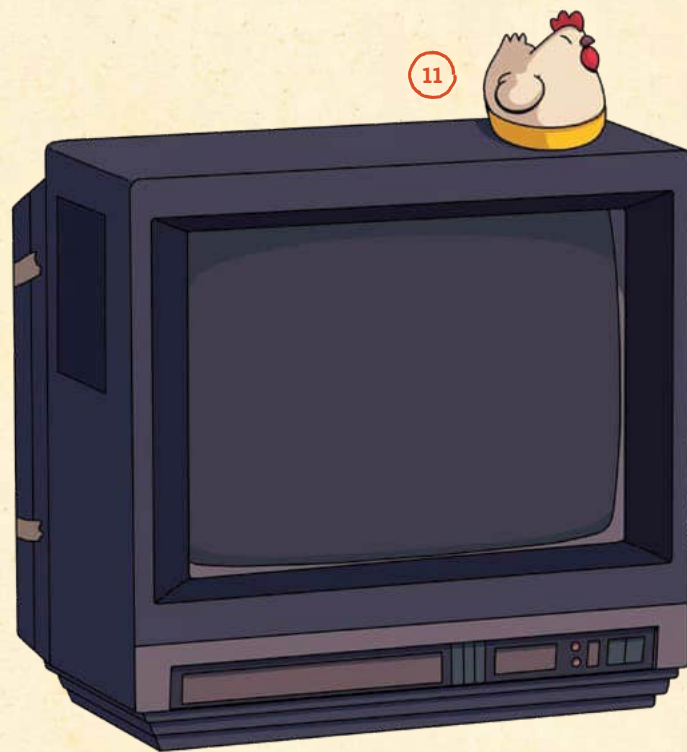


10

11 CRT TV & CHICKEN TIMER

Wondrous Item, Uncommon

As an action, the chicken timer can be set to eleven minutes and fourteen seconds. When the timer begins to count down, the TV starts to show a fuzzy video of a 10-foot-radius sphere centered on the chicken timer. Once the chicken timer goes off, the TV turns off again. Once the timer has been used in his way, it can't be used again until the next dawn.



11

12 CUBE OF CUBES

Wondrous Item, Rare

This First Age puzzle is seemingly impossible to fully solve as its tiles are constantly shifting and turning. As an action, you can solve a side of the puzzle, unlocking one of the six spells trapped inside and releasing its power. Roll a d6 and use the table below to determine which spell you cast as part of the action to solve the puzzle. Spells cast through the puzzle use a spellcasting modifier of +4, a spell attack bonus of +7, and a spell save DC of 15.

- ♦ 1 (blue)—**Water Bullet**
- ♦ 2 (green)—**Forest Guard**
- ♦ 3 (white)—**Cure Wounds***
- ♦ 4 (yellow)—**Enlarge/Reduce***
- ♦ 5 (red)—**Flaming Sphere***
- ♦ 6 (orange)—**Pacify Person**

Once the puzzle has been used to cast a spell, it can't do so again until the next dawn.



12



13 EYE KITE

Wondrous Item, Common (Requires Attunement)

These unique kites can be shaped like an octopus, crane, or dragon. As an action, while flying the kite, you can see through it as if it were a pair of eyes looking down from the sky. While looking through the kite, you gain all the visual benefits you would normally have and can see in all directions facing downward.

14 FAMILIAR'S COLLAR

Wondrous Item, Uncommon (Requires Attunement)

While worn by a friendly beast you can activate the **Control Animal*** spell at will, targeting only the creature wearing the collar.



15 FIELD CAULDRON

Wondrous Item, Uncommon

This miniature cauldron is used by adventuring witches to brew potions out on the road and stretch their ingredients even further. When used alongside alchemy supplies to brew an uncommon potion or rarer, you also brew a random common potion.



16 FISHERMAN'S SPEAR

Weapon (Spear), Common (Requires Attunement)

This well-crafted spear has a worn oak haft that magically springs forward at the call of its wielder. When you make a melee attack with the spear, you can cause it to magically extend, targeting a creature up to 15 feet away from you. For every 5 feet the spear extends beyond its normal reach, you take a -1 penalty to the attack roll.



17 FLYING BROOMSTICK

Wondrous Item, Uncommon

An ordinary broom that has the extraordinary power to fly and is surprisingly comfortable to ride. It's controlled by your thoughts, hovering beneath you when you desire and able to carry you through the air. It has a flying speed of 60 feet. It can carry up to 1,000 pounds, and you can command it to fly back to you in an instant if it's within 100 feet of you. While flying, the broom can leave a trail behind it, such as a trail of clouds, leaves, sparks, smoke, or bubbles.



18 KEYS TO THE SANDCASTLE

Wondrous Item, Uncommon

This enchanted toy has 50 charges. While you are holding it, you can expend 1 charge as an action to speak its command word and cast the **Sand Structure** spell.

When all of the toy's charges are expended, it becomes a nonmagical knickknack.



19 KEYTAR

Wondrous Item, Uncommon (Requires Attunement)

As part of a minute-long performance on this First Age instrument, you can choose a lock you can see within 15 feet of you and attempt to pick it using the magic of music. Trying to pick a lock in this way requires no other tools besides the keytar. When you do so, you make a Charisma (Performance) check against the lock's DC, instead of the Dexterity check normally required. If you fail to unlock the lock using the keytar, you can't attempt to do so again until 24 hours have passed.



20 GAMETOY

Wondrous Item, Very Rare (Requires Attunement)

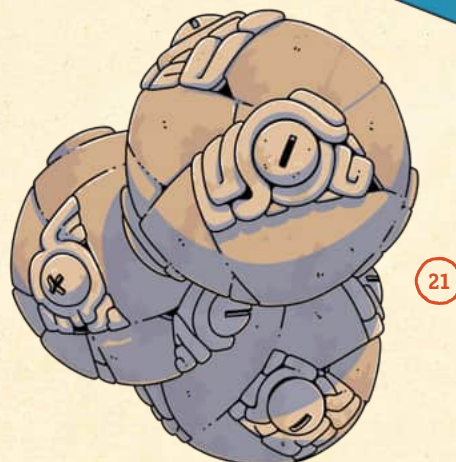
Each Gametoy cartridge contains a unique skill proficiency. While you're attuned to the Gametoy with a cartridge inserted into it, you gain proficiency in the skill stored within the cartridge. While holding the Gametoy, you can use an action to remove, insert, or swap a cartridge. The Gametoy comes with one cartridge with a random skill proficiency stored inside.

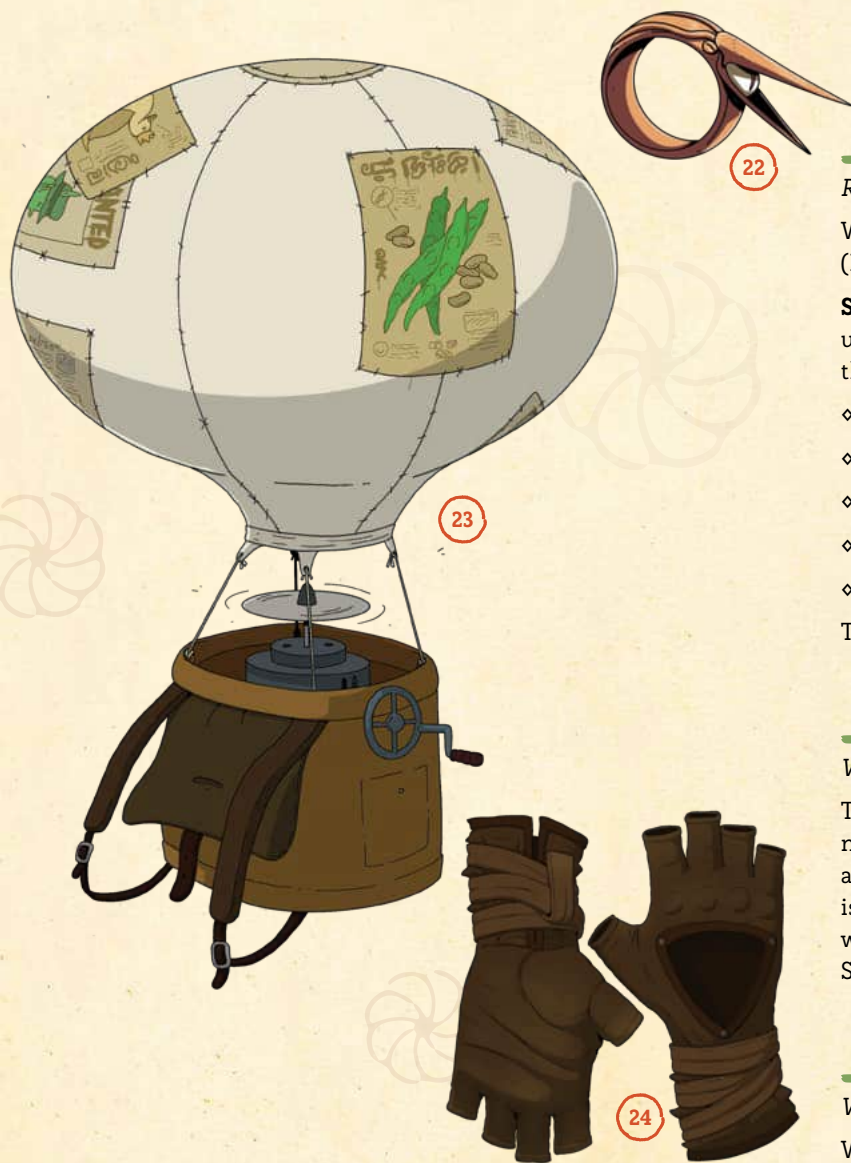


21 GUARDIAN SPHERES

Wondrous Item, Uncommon (Requires Attunement)

These ancient Nakudama devices float around the user at all times, intercepting incoming attacks on their own. Each Guardian Sphere has 5 hit points, which it will automatically sacrifice to reduce the total damage of an incoming attack targeting the user. Once a sphere is reduced to 0 hit points, it goes inert and drops to the ground. Guardian Spheres recover their hit points at dawn each day. There are 1d4 + 1 Guardian Spheres in a set.





22 HERON'S EYE RING

Ring, Rare (Requires Attunement)

While wearing this ring you gain a +3 bonus to Wisdom (Insight and Perception) checks.

Spells. The ring has 6 charges. While wearing it, you can use an action to expend some of its charges to cast one of the following spells from it:

- ♦ **Dispel Magic** (3 charges)
- ♦ **Find Traps** (2 charges)
- ♦ **See Invisibility** (2 charges)
- ♦ **Shared Vision** (2 charges),
- ♦ **Spell Signature** (2 charges).

The ring regains 1d4 + 2 expended charges daily at dawn.

23 HOVER HOPPER

Wondrous Item, Common (Requires Attunement)

These magic balloons inflate and deflate at a moment's notice when their command word is spoken. While inflated and attached to your person, any falling damage you take is halved, and the maximum number of feet you can cover with your standing long and high jump is equal to your Strength or Dexterity score.

24 HURLER'S GLOVES

Wondrous Item, Uncommon (Requires Attunement)

While wearing these rugged gloves, you gain a +2 bonus to damage rolls with thrown weapons. Additionally, the weapon's ranges are increased by 15 feet.



25 INSTAPRINT CAMERA

Wondrous Item, Uncommon

Creatures or objects that bear magic are revealed to have a magical effect in the photos taken by this camera. The creature or object is shown to have a faint aura around it, which corresponds to one of the schools of magic, if the effect has any. The camera has 1d12 + 4 film cards, which can be used to take photos.

26 JABBADOON'S FEATHER

Wondrous Item, Uncommon

While holding this enchanted object, a creature becomes as light as a feather.

27 LAFULA'S IRON TEAPOT

Wondrous Item, Very Rare

Lafula's Iron Teapot is tarnished with the wicked magic of the mage Lafula. Tea brewed inside the pot imparts a curse upon those who consume it. When used to brew tea, the maker chooses one of the effects from the **Bestow Curse*** spell. A pot of tea produces 6 portions. A creature that consumes the tea is affected by the curse chosen by the maker. The curse lasts for 1 year or until removed. A creature affected by the tea's curse can't be affected by a different curse produced by the tea. Once you use the iron teapot to brew tea, you can't do so again for 1 month.

28 LUNAR WEAPON

Weapon (Any), Uncommon (Requires Attunement)

This weapon is crafted with strands of moonlight. At night, attacks with it deal an extra 1d8 radiant damage on a hit.

29 OIKI'S PINWHEEL

Wondrous Item, Rare

As an action, *Oiki's Pinwheel* can be spun and placed on the ground. Each hostile creature within 120 feet of the pinwheel that can see it must succeed on a DC 15 Wisdom saving throw or be stunned until the pinwheel stops spinning. The pinwheel spins for 1 minute, or it spins indefinitely as long as it is within a strong wind. An affected creature can repeat the saving throw at the ends of each of its turns, ending the effect on itself on a success.

Once *Oiki's Pinwheel* stops spinning, its magic transfers to another random pinwheel on the same plane of existence.

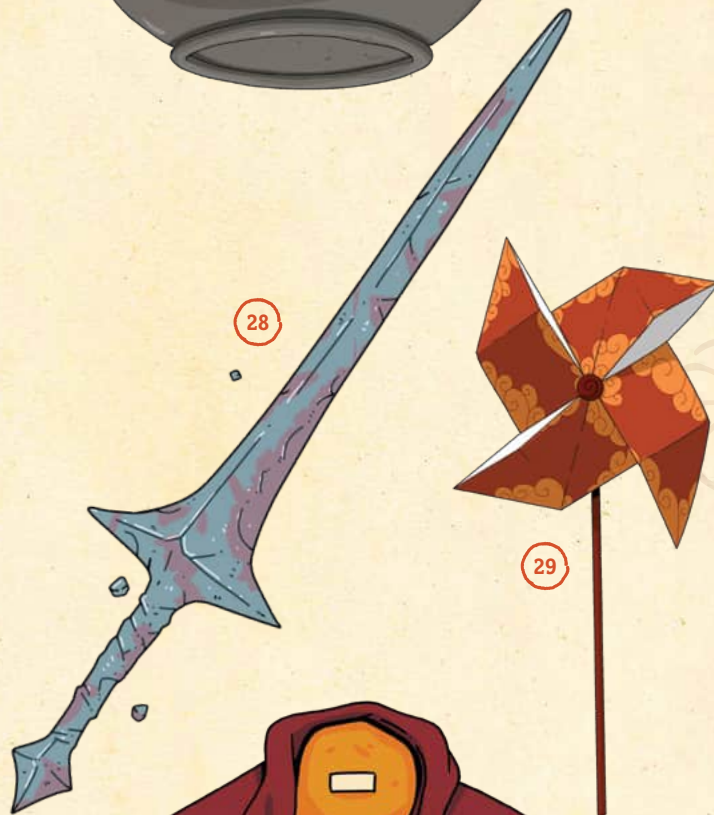
30 ONLY MEMBERS JACKET

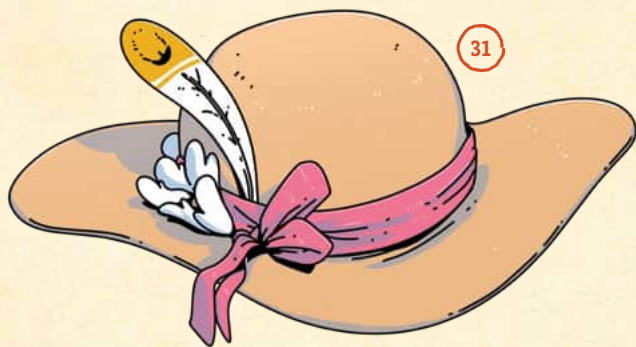
Wondrous Item, Uncommon

This stylish jacket has illusionary magic sewn into its seams. While wearing the jacket, you can use an action to take on an illusory disguise chosen by the jacket's enchanter. The jacket makes you—including your clothing, armor, weapons, and other belongings on your person—look like the humanoid chosen when the jacket was enchanted.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on a DC 14 Intelligence (Investigation) check.

The disguise lasts until the jacket is taken off.

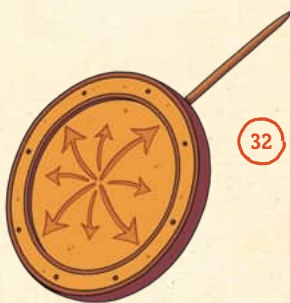




31 PAINTER'S SUN HAT

Wondrous Item, Common

This well-made hat can come in any shape, size, or form and from casual inspection seems to be mundane in nature. However, when the hat is placed on the ground as an action and its command word is spoken, it begins to float into the air. The hovering hat then produces an illusion of a humanoid of your choice that you are familiar with, with the caveat that the illusion is wearing the hat. The figure can't move and fails to hold up to physical inspection. The illusion remains until the hat is moved out of place, or until the command word is spoken once more, causing the hat to float back to the ground. A DC 10 Intelligence (Investigation) check reveals the figure is an illusion.



32 PENDANTS OF BELONGING

Wondrous Item, Uncommon

These pendants come in sets of four, six, or eight. While worn, a creature always knows the direction of the other pendants in its set.



33 PUNCH CARD

Wondrous Item, Uncommon

This old punch card from a long-forgotten tea shop somehow holds a unique enchantment, which punches a hole in the card every time the creature carrying it is hit by an attack; a hole can't be punched in the card by any means other than this enchantment. When found, the card has 1d6 punches already in it. When the tenth hole is punched in the card, the magic is released, reducing the incoming attack's damage to 0. The card's magic then fades.



34 ROAKE'S CLAY URN

Wondrous Item, Uncommon

As an action, you can present this clay urn and speak a handful of ritualistic phrases unique to it. One spirit of your choice that can see or hear you within 30 feet of you must make a DC 13 Wisdom saving throw. On a failed save, it is pulled inside the clay urn and sealed away. If the spirit has a challenge rating of 3 or higher, it automatically succeeds on the save.

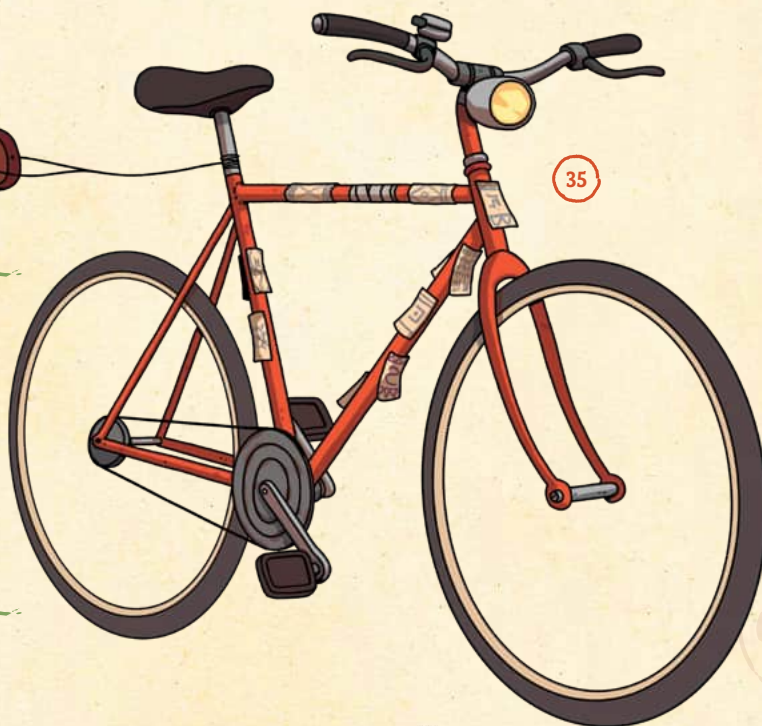
While the spirit is sealed inside, it is in a state of slumber. It doesn't need to eat or breathe, it doesn't suffer from any wounds or illnesses, and it ceases to age. The creature is released when the urn's seal is broken or the urn is destroyed. At which point, the creature reappears in the nearest unoccupied space to the urn, waking up as if no time had passed.

Once *Roake's Clay Urn* has been used to seal a spirit, it can't be used again.

35 RUBY RED BIKE

Wondrous Item, Rare

This bicycle has a walking speed of 70 feet. After using this bicycle to move at least 60 feet on your turn, you can use an action to produce a fiery wall in the path you took, as if from the **Wall of Fire*** spell. Once this property of the bicycle has been used, it can't be used again until the next dawn.



36 SCARF OF MUFFLING

Wondrous Item, Uncommon

This soft and well loved scarf wraps snugly around the wearer's neck, making anyone who adorns its feel extra cozy. As an action, you can throw the scarf at a creature within 60 feet of you. The target must succeed a DC 14 Dexterity saving throw or the scarf magically wraps around its mouth, preventing it from speaking. A creature can use its action to make a DC 14 Strength check, pulling the scarf off itself or another creature within its reach on a success. The scarf can be thrown in this way 3 times, and it regains all expended uses daily at dawn.



37 SCUTTling LANTERN

Wondrous Item, Common

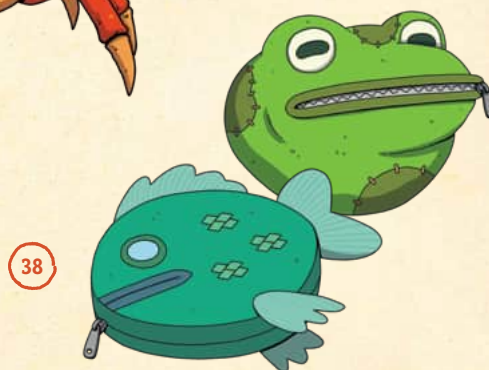
As an action, you can touch the *Scuttling Lantern* to activate it (causing it to shed bright light in a 30-foot radius and dim light for an additional 30 feet) or deactivate it (snuffing out the light). While the lantern is lit, you can command it to move once on each of your turns (no action required), provided you are the one who activated it. When you do so, the lantern moves up to 20 feet in a direction of your choice. It deactivates if it is ever more than 500 feet away from you. The lantern can move through water and across any solid surface (including up, down, and across vertical surfaces and upside down along ceilings). If you command the lantern to follow you, it will always remain within 10 feet of you, provided no obstacles impede its path.

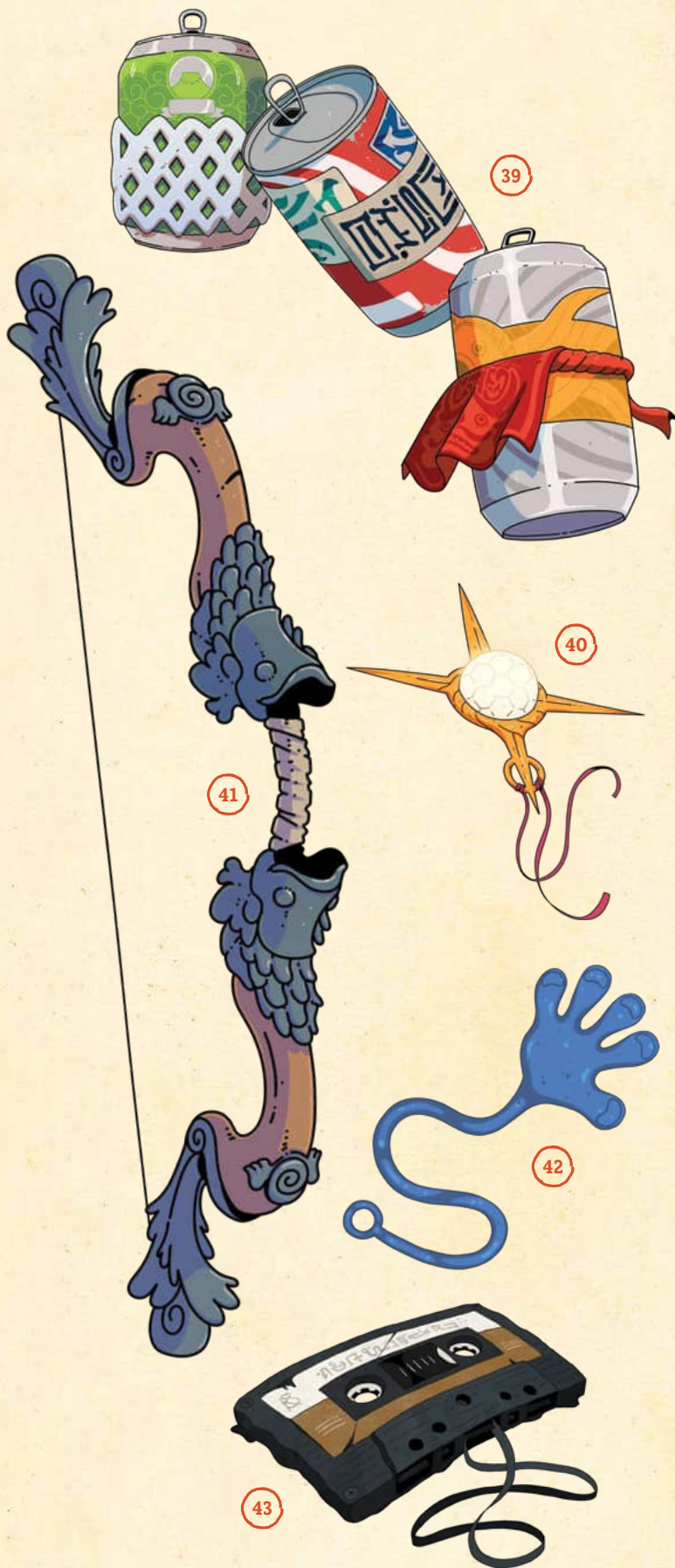


38 SIBLING PURSES

Wondrous Item, Uncommon

These two sibling coin pouches open up 5 inches wide and can hold up to 5 pounds each. When you place an object into one of the pouches, and the other pouch is within 20 feet of it, you can cause the object to teleport into the other pouch, provided there is room to accommodate the object.





39 SODA CANS

Wondrous Item, Uncommon

There are a number of these strange beverages on the island, and only those brave enough to drink them know their magical effects.

- ♦ **Melon Soda.** This beverage grants the effect of 1 random common combat potion.
- ♦ **Cola Soda.** This beverage grants the effect of 1 random common utility potion.
- ♦ **Fish Sauce Soda.** This beverage grants the effect of 1 random common whimsical potion.

40 SOLAR AMULET

Wondrous Item, Uncommon (Requires Attunement)

Whenever you regain hit points from a spell or magical effect while wearing this amulet, you regain an additional 3 hit points.

41 SPLINTER BOW

Weapon (Any Bow), Uncommon (Requires Attunement)

This magical bow can split arrows as you fire it, allowing you to target two creatures within 10 feet of each other. When you use the bow in this way, you make only one attack roll, which applies to both targets. If the attack hits at least one of the targets, roll damage normally; each target takes half the amount of damage rolled (rounded down).

42 STICKY HAND

Wondrous Item, Common

While holding this children's toy in one hand, you can cast the **Retrieve** spell.

43 SUNBAKED CASSETTES

Wondrous Item, Uncommon (Requires Attunement by a Spellcaster)

This sun-damaged cassette is beginning to lose hold of the magic stored inside it. As a bonus action, you can hold the cassette out in front of you in an attempt to draw out its power. Roll a d4; on a roll of 3 or lower, you regain an expended spell slot of a level equal to the number rolled (if you don't have any expended spell slots of that level, you instead regain a spell slot of the next-highest level that you have expended). On a roll of 4, you teleport 30 feet in a random direction. Once you regain a spell slot in this way you can't do so again until the next dawn.

44 TALISMAN OF THE PHOENIX

Wondrous Item, Rare

This talisman has 1d4 charges. When you fail a death saving throw while the talisman is on your person, you can choose to expend a charge to succeed instead. Once all of the talisman's charges have been used, it burns up in a flash, leaving behind a pile of ashes. It then reforms with 1d4 charges somewhere else on the same plane.

45 TRAVEL WOK

Weapon (Frying Pan), Rare

Unlike other frying pans, this enchanted wok both imbues its food with healing properties and heats up to strike a burning blow against its enemies. The wok is considered a +1 *frying pan*, which deals an extra 1d4 fire damage on a hit.

Not only can the wok cook food without the need for a fire, creatures that eat food prepared in the wok within an hour of it being cooked gain 1d6 temporary hit points. Temporary hit points gained by the wok's food last for 1 hour. Once this property has been used, it can't be used again until the next dawn.

46 UMBRELLA OF SHIELDING

Weapon (Umbrella), Uncommon (Requires Attunement)

This silk umbrella is reinforced with iron, making it as durable as it is heavy. It is considered a +1 *umbrella*. While wielding the umbrella and targeted by a ranged weapon attack, you can use your reaction to gain a +5 bonus to your AC for that attack, potentially causing the attack to miss you.

47 WEAPON OF THE SUN AND MOON

Weapon (Any), Rare (Requires Attunement)

A creature in possession of both the *Lunar Weapon* and the *Solar Amulet* can perform a 1-hour ritual (as if attuning to a magic item) to combine those items, forming the *Weapon of the Sun and Moon*.

In addition to having the properties of both the *Lunar Weapon* and the *Solar Amulet*, this weapon is considered a +1 *Weapon* and gains two Eclipse Powers. During the day, the *Weapon of the Sun and Moon* can use its Eclipse Power to cast the *Darkness* spell; this version of the spell creates a 60-foot-radius sphere of darkness, instead of its normal size. During the night, it can use its Eclipse Power to cast the *Daylight* spell. Once the daytime Eclipse Power is used, it can't be used again until the next dawn; once the nighttime Eclipse Power is used, it can't be used again until the next dusk.

48 YAPPA MASK

Wondrous Item, Uncommon

While wearing the Yappa Mask, your creature type changes to Spirit. In addition, you are able to speak and understand Torum, the spirit language.



SPELLS & POTIONS



SPELLS

SPELL CASTING ON OBOJIMA

On Obojima, spellcasters harness magic in a multitude of ways. Each follows arcane traditions passed down through generations of budding witches and wizards, nomadic druids, and devoted paladins. These casters would go on to create spells and practices that would later transcend their original uses and become integral parts of island life and culture.

Omitted Spells

You are always free to use any Dungeons & Dragons spell that you wish in your game, but there are going to be some spells that break the immersion of the world of Obojima. Because of that, we have curated the D&D spell list for you so that you and your players can have the full Obojima experience using only spells that align with the fundamental metaphysics and unique flavor of this world. We hope you enjoy it!

SPELLS NOT FOUND ON THE ISLAND OF OBOJIMA

Astral Projection	Maze	Teleportation Circle
Commune	Planar Ally	Time Stop
Demiplane	Plane Shift	Transport via Plants
Disintegrate	Power Word Kill	True Resurrection
Finger of Death	Speak with Dead	Wish
Legend Lore	Teleport	

Spell List

This section lists the new spells that can be found throughout the magic items and creatures of this book, as well as the classes that have access to those spells. Spells are arranged alphabetically, and lists are provided separating them by level and school.

Bard

CANTRIP	1ST LEVEL	2ND LEVEL	3RD LEVEL	5TH LEVEL
Jolt	Duplicate	At Your Side	Light Snare	Create Spirit Train Stop
Resilient Friendship	Gift	Beast Transmutation	Pogmo's Pot	Festival King
Retrieve	Pacify Person	Counterspy	Vegetable Blade	Origami Bird Swarm
Root Grab	Sand Structure	Ember Belly		Summon Jack-O'-Lantern
Task	Summon Vehicle	Obscure Object	4TH LEVEL	Tamh Gon's Fiery
	Swallow Magic	Pillar of Force	Pacify Monster	Festival Feast
	Whelm Weapon	Shared Vision		7TH LEVEL
		Spell Signature		Divine Arrow
		Switched Form		
		Transparency		

Cleric

CANTRIP	2ND LEVEL	3RD LEVEL	5TH LEVEL	7TH LEVEL
Resilient Friendship	At Your Side	Light Snare	Tamh Gon's Fiery	Divine Arrow
	Counterspy		Festival Feast	
1ST LEVEL	Spell Signature	4TH LEVEL		
Armament	Shared Vision	Pacify Monster		
Pacify Person				

Druid

CANTRIP

Resilient Friendship
Root Grab

1ST LEVEL

Bubble Lift
Forest Guard
Pacify Person
Sand Structure
Sprout Foliage
Water Bullet
Whelm Weapon

2ND LEVEL

At Your Side
Beast Transmutation
Control Animal
Counterspy
Monkey's Grasp
Mushroom Ballista
Pillar of Force
Rageful Nimbus
Spell Signature

3RD LEVEL

Butterfly Storm
Conjure Ocean
Plummet
Vegetable Blade

5TH LEVEL

Submerge
Summon Jack-O'-Lantern

4TH LEVEL

Pacify Monster
Storm Stallion

Paladin

1ST LEVEL

Armament
Gift

2ND LEVEL

Spell Signature
Wind Sprint

3RD LEVEL

Vegetable Blade

4TH LEVEL

Storm Stallion

Ranger

1ST LEVEL

Armament
Forest Guard
Gift
Sand Structure
Sprout Foliage
Summon Vehicle
Water Bullet
Whelm Weapon

2ND LEVEL

At Your Side
Beast Transmutation
Control Animal
Ember Belly
Monkey's Grasp
Mushroom Ballista
Pillar of Force
Rageful Nimbus
Spell Signature
Wind Sprint

3RD LEVEL

Butterfly Storm
Conjure Ocean

4TH LEVEL

Storm Stallion

5TH LEVEL

Submerge
Summon Jack-O'-Lantern

Sorcerer

CANTRIP

Jolt
Retrieve
Root Grab
Task

1ST LEVEL

Bubble Lift
Duplicate
Forest Guard
Gift
Pacify Person
Sand Structure
Sprout Foliage
Water Bullet
Whelm Weapon

2ND LEVEL

Control Animal
Ember Belly
Monkey's Grasp
Obscure Object
Pillar of Force
Rageful Nimbus
Spell Signature
Shared Vision
Switched Form
Transparency

3RD LEVEL

Butterfly Storm
Conjure Ocean
Dara Blocks
Light Snare
Plummet
Pogmo's Pot
Vegetable Blade

5TH LEVEL

Create Spirit Train Stop
Mass Levitate
Origami Bird Swarm
Submerge
Summon Jack-O'-Lantern

4TH LEVEL

Pacify Monster
Storm Stallion

6TH LEVEL

Crustacean Form

Warlock

CANTRIP

Jolt
Task

1ST LEVEL

Duplicate
Gift
Pacify Person
Sand Structure

2ND LEVEL

Counterspy
Obscure Object
Spell Signature
Switched Form
Transparency

3RD LEVEL

Butterfly Storm
Dara Blocks
Light Snare
Plummet

4TH LEVEL

Storm Stallion
Pacify Monster

5TH LEVEL

Origami Bird Swarm
Submerge
Summon Jack-O'-Lantern

7TH LEVEL

Divine Arrow

Wizard

CANTRIP

Jolt
Retrieve
Root Grab
Task

1ST LEVEL

Armament
Bubble Lift
Duplicate
Gift
Pacify Person
Sand Structure
Summon Vehicle
Swallow Magic
Water Bullet
Whelm Weapon

2ND LEVEL

At Your Side
Beast Transmutation
Counterspy
Ember Belly
Obscure Object
Rageful Nimbus
Spell Signature
Shared Vision
Switched Form
Transparency
Wind Sprint

3RD LEVEL

Butterfly Storm

4TH LEVEL

Pacify Monster

5TH LEVEL

Create Spirit Train Stop
Festival King
Mass Levitate
Origami Bird Swarm
Submerge
Summon Jack-O'-Lantern
Tamh Gon's Fiery
Festival Feast

6TH LEVEL

Crustacean Form

SPELL DESCRIPTIONS

ARMAMENT

1st-level conjuration (Bard, Cleric, Paladin, Ranger, Wizard)

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (metal powder)

Duration: 8 hours

Up to five simple or martial weapons of your choice materialize in an unoccupied space you can see within range. The weapons are nonmagical, but they are well-made and stylistically look however you would like. The weapons vanish when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can summon three additional simple or martial weapons of your choice for each slot level above 1st.

AT YOUR SIDE

2nd-level transmutation (Bard, Cleric, Druid, Ranger, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

You and up to three other willing creatures of your choice within range form an arcane bond, which magically pulls you forward when moving towards each other. For the duration, each target's speed increases by 5 feet, and whenever an affected creature ends its turn, other targets of the spell can use their reaction to move up to half their speed in the direction of another affected creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

BEAST TRANSMUTATION

2nd-level transmutation (Bard, Druid, Ranger, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 hour

This spell transforms a beast that you can see within range into a new humanoid form. An unwilling creature must succeed on a Wisdom saving throw to avoid the effect. The spell has no effect on a beast with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form has the appearance of a humanoid of any race you choose. The target's game statistics, excluding mental ability scores, are replaced by the statistics of a commoner. It retains its alignment and personality.

The target assumes the hit points of its commoner form. When it reverts to its normal form, the beast returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the beast's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell's duration increases by 1 hour for each slot level above 2nd.

BUBBLE LIFT

1st-level conjuration (Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 hour

You blow a bubble around any solid, granular, or liquid object that weighs 500 pounds or less, causing it to float 4 feet off the ground. No matter what the contents of the bubble are, the bubble weighs 10 pounds and can be pushed using an action. Strong winds or effects that would push a creature also push the bubble. The bubble always floats at least 4 feet off the ground, and descends from a fall at a speed of 10 feet per round.

As an action, a creature can pierce the outside of the bubble, causing it to pop and releasing its contents.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can increase the weight the bubble can lift by 500 pounds for each slot level above 1st.

BUTTERFLY STORM

3rd-level conjuration (Druid, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (insect legs)

Duration: Concentration, up to 1 minute

You create a chaotic cloud of butterflies in a 20-foot-radius sphere centered on a point you choose within range. The area is heavily obscured, and resting smoke or fog in the area is dispersed.

Creatures of your choice in the area when you cast this spell ignore the following effects. For the duration, the affected area is difficult terrain. When a creature attempts to leave the spell's area, it must make a Strength saving throw. On a failed save, it is pulled back to an unoccupied space closest to the center of the sphere.

CONJURE OCEAN

3rd-level conjuration (Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of witch's eye coral)

Duration: Concentration, up to 10 minutes

You teleport a random 20-foot cube of water from the bottom of the ocean to an area that you can see within range. The water holds its cube shape as if held within a container. A creature can enter and exit the water as it normally would.

When the spell ends, the water loses its shape, crashing to the ground and spreading outward. Any creature inside the water at this time is carried 30 feet in a random direction.

CONTROL ANIMAL

2nd-level enchantment (Druid, Ranger, Sorcerer)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of matted fur)

Duration: Concentration, up to 1 hour

Choose a beast that you can see within range. The beast is affected if it has a challenge rating of 2 or lower; otherwise, the spell fails. An affected creature must succeed on a Wisdom saving throw, or you take total and precise control of it, as your consciousness enters its body. While under the effect of this spell, you can see through the creature's eyes and hear what it hears, gaining the benefits of any special senses that the creature has. You can move and take actions as the creature and can perform tasks the creature could feasibly perform. During this time, your body is considered unconscious; this doesn't affect your ability to concentrate on this spell.



If the creature takes damage, you must make a Wisdom (Animal Handling) check, with a DC equal to 10 or half the damage it took, whichever number is higher. On a failure, the creature regains control of its body, and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the maximum challenge rating affected by this spell increases by 1 for each slot level above 2nd.

COUNTERSPY

2nd-level abjuration (Bard, Cleric, Druid, Warlock, Wizard)

Casting Time: 10 minutes

Range: 5 feet

Components: V, S, M (a bag of sand and six candles)

Duration: 1 hour

You create an intricate arcane circle made of candles and sand centered on a point on the ground within range. The circle can have a radius of 10 feet or less. If at any point before the spell ends a creature outside the circle can see or hear you through magical or nonmagical means, the candle's flames will change color. If a spell or magical effect was used, you are aware of it and understand the extent of its effects.

CREATE SPIRIT TRAIN STOP

5th-level conjuration (Bard, Sorcerer, Wizard)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a blank ticket and high quality ink worth at least 50 gp, which the spell consumes)

Duration: 1 hour

As you cast the spell, you inscribe onto your blank ticket the code of a permanent train stop of your choice whose stop number you're already familiar with. A shimmering sign and small bench appears behind you as the Wandering Line arrives on tracks which materialize before it. Your ticket allows passage for you and up to eight creatures of your choice. It takes 1 hour to arrive at your destination, no matter the distance.

During your travel other stops may occur and are determined by the GM. If you or any friendly creature chooses to take a short rest while traveling and regains hit points at the end of the short rest by spending one or more Hit Dice, you also regain an extra 1d10 hit points.

There are countless train stops, each of which includes a unique train stop number. When you first gain the ability to cast this spell, you learn the code for two destinations, determined by the GM. You can learn additional codes during your adventures. You can commit a new code sequence to memory after studying it for 1 minute.

CRUSTACEAN FORM

6th-level abjuration (Sorcerer, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (a rust crab shell)

Duration: Concentration, up to 1 minute

You create a large ethereal crustacean form around your body, which protects and aids you in combat. For the duration, your Armor Class becomes 20 (if it wasn't already higher), you gain a swimming speed of 40 feet, and you gain blindsight out to a range of 30 feet. In addition, you can use your bonus action to make a melee weapon attack using your claws. This attack uses your spell attack bonus and deals 1d10 bludgeoning damage on a hit.

Additionally, your ethereal shell has a damage threshold of 15 hit points. A damage threshold gives you immunity to all damage unless it is an amount of damage equal to or greater than the threshold value, in which case you take damage as normal. Any damage that fails to meet or exceed the shell's damage threshold is considered superficial and doesn't reduce any hit points.

DARA BLOCKS

3rd-level conjuration (Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of sand and a piece of pottery)

Duration: 1 minute

You create five 1-foot cubes of magical force known as dara blocks. Each dara block appears in a different unoccupied space of your choice within range and becomes magically fixed in place. The blocks are invisible to all creatures except you and any creature you designate when you cast the spell. A creature that can see the dara blocks (including one benefiting from see invisibility or truesight) sees a luminous cube made of a transparent, dark green light.

A block fixed in the air can hold up to 5,000 pounds of weight. More weight causes the block to fall. A creature can use an action to make a Strength check against your spell save DC, moving the fixed block up to 10 feet on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can create two additional dara blocks for each slot level above 3rd.

DIVINE ARROW

7th-level evocation (Bard, Cleric, Warlock)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a pearl worth 100 gp)

Duration: Concentration, up to 1 minute

You fire an angelic arrow from a bow made of light that materializes in your hands. Make a ranged spell attack against a creature within range. On a hit, the target takes 4d10 force damage, and until the spell ends, it becomes vulnerable to one of the following damage types of your choice: acid, cold, fire, lightning, necrotic, radiant, or thunder. If a creature has immunity to the selected damage type, it instead has resistance to that type for the duration; if a creature has resistance to the selected damage type, it loses that resistance for the duration.

DUPLICATE

1st-level conjuration (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 5 feet

Components: S, M (copper powder and wax)

Duration: 1 hour

You create an exact replica of an object you can see within range that weighs no more than 25 pounds. At first glance, the two objects are indistinguishable from each other and the duplicate functions as if it were the original, except for any magical properties the original object may have. The duplicate disappears when the spell ends.

If a creature uses its action to examine the duplicate, the creature can determine that it is a replica with a successful Intelligence (Investigation) check against your spell save DC.

At Higher Levels. When you cast this spell using a spell slot of 2nd or 3rd level, the duration of the spell increases to 8 hours. When you use a spell slot of 4th level or higher, the duration of the spell increases to 24 hours.

EMBER BELLY

2nd-level evocation (Bard, Ranger, Sorcerer, Wizard)

Casting Time: 1 action

Range: Self

Components: S, M (a flask of oil, which the spell consumes)

Duration: 8 hours

You swallow the oil consumed in the casting of the spell. Once before the spell ends, you can exhale the oil as a bonus action, igniting it as you expel it from your body. Each creature in a 5-foot-wide, 30-foot-long line must make a Dexterity saving throw, taking 2d10 fire damage on a failed save, or half as much damage on a successful one.

Once you exhale the oil, the spell ends.

FESTIVAL KING

5th-level enchantment (Bard, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small ribbon)

Duration: Concentration, up to 1 minute

Choose a creature within range. A gaudy crown and cape appear on the target, accompanied by a disembodied arrangement of brass instruments. For the duration, the target becomes the Festival King and has an aura of importance that emanates from them. Any creature that moves to a space within 20 feet of the Festival King for the first time on a turn or starts its turn there, must make a Charisma saving throw. A creature that can't be charmed succeeds on this saving throw automatically. On a failed save, the creature becomes enamored with the Festival King, chanting, and dancing around them. While under the effects of the spell, creatures spend their action and bonus action at the start of their turn giving all of their attention and admiration to the Festival King.

If a creature starts its turn outside of the Festival King's aura, it is no longer under the effects of the spell.

FOREST GUARD

1st-level conjuration (Druid, Ranger, Sorcerer)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 10 minutes

You create a Small animated shrub, which grows from the ground in an unoccupied space of your choice that you can see within range. The shrub has a number of human-like characteristics, such as a wooden body and face, but it lacks hands and arms and can't move.

Any creature hostile to you that moves to a space within 10 feet of the shrub for the first time on a turn or starts its turn there, is targeted by the shrub's leaf attack. The shrub makes a ranged weapon attack, using your spell attack modifier. On a hit, a creature takes 1d4 slashing damage.

On your turn, you can use a bonus action to make a shrub use its leaf attack against one creature within 10 feet of it. If multiple shrubs created by you are within 10 feet of the target, this attack deals 1d4 slashing damage per shrub on a hit.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can create one additional shrub for every two slot levels above 1st.

GIFT

1st-level evocation

(Bard, Paladin, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Choose a creature you can see within range. You take 1d20 necrotic damage, and the target regains hit points equal to the amount of damage you took.

JOLT

Evocation cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A jolt of electricity springs from your hand towards a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 lightning damage.

Alternatively, you can target a machine within range and temporarily turn it on, allowing it to function as if it were whelmed by a spirit or permanently enchanted. Machines targeted by this spell stay powered for 18 seconds before turning back off. For a machine to function using this spell, it must still be in working condition.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

LIGHT SNARE

3rd-level evocation (Bard, Cleric, Sorcerer, Warlock, Wizard)

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A shimmering band of light streaks toward a target within range and envelops it in a spectacular burst of light. Make a ranged spell attack against the target. On a hit, the target is restrained, and it is magically fixed in place until the end of its next turn.

MASS LEVITATE

5th-level transmutation (Sorcerer, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small leather loop)

Duration: Concentration, up to 10 minutes

Six creatures or loose objects of your choice that you can see within range rise vertically, up to 20 feet, and remain suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

A target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the altitude of any number of targets by up to 20 feet in either direction on your turn. If you are one of the targets, you can move up or down as part of your move. Otherwise, you can use your action to move the targets, which must remain within the spell's range.

When the spell ends, the targets float gently to the ground if it is still aloft.

MONKEY'S GRASP

2nd-level evocation (Druid, Ranger, Sorcerer)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You summon a large, ethereal monkey paw that rises up and grasps at a Huge or smaller creature on the ground you can see within range. The paw attempts to grapple the target, using your spellcasting ability modifier to resolve the grapple. If you lose the contest, the paw disappears, and the spell ends.

While grappled by the paw, a target takes 1d8 necrotic damage at the start of each of its turns. The target can use its action to attempt to escape the grapple as normal. When the grapple is broken, the paw disappears, and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd, summoning a separate monkey paw for each target. When you do so, the spell doesn't end until the last paw disappears. The creatures must be within 60 feet of each other when you target them.

MUSHROOM BALLISTA

2nd-level transmutation (Druid, Ranger)

Casting Time: 1 bonus action

Range: Touch

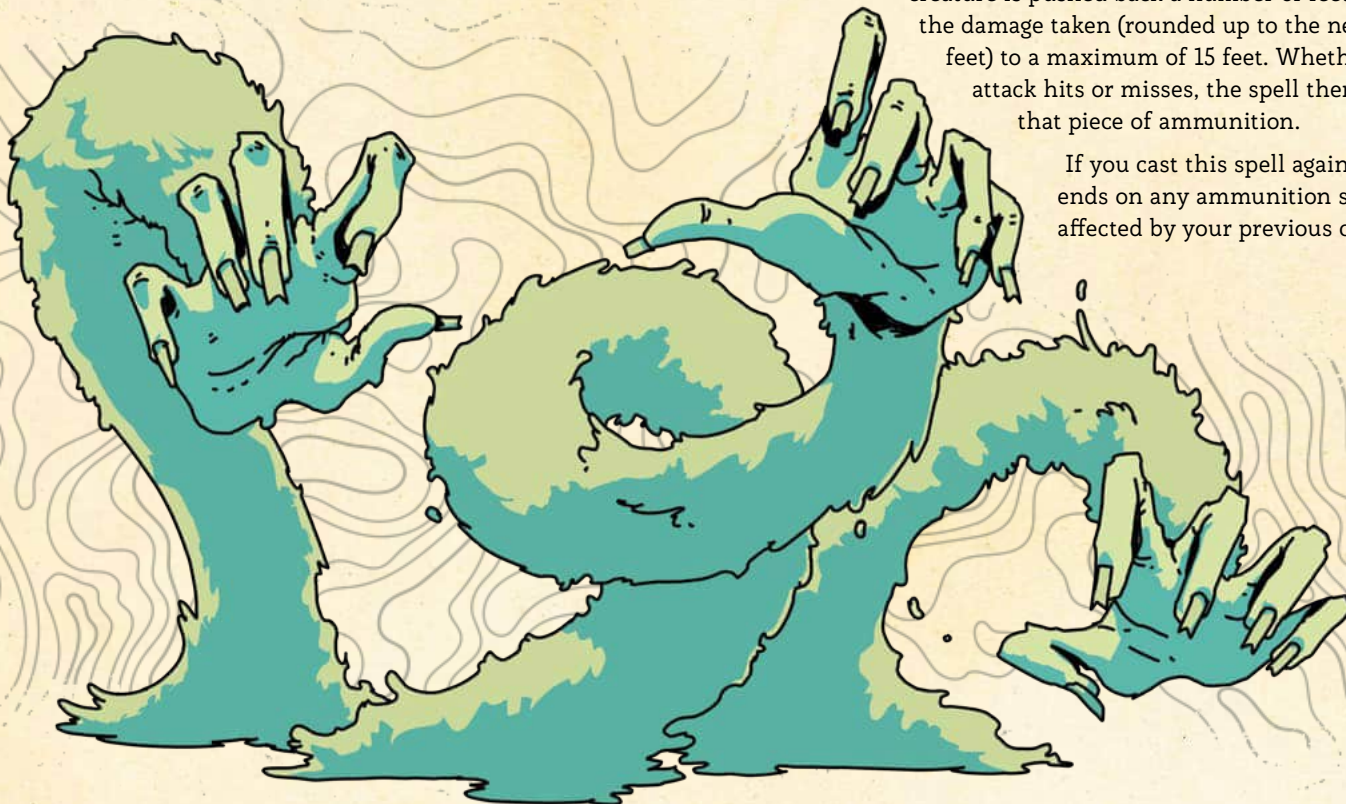
Components: V

Duration: 1 hour

You touch one to three pieces of ammunition and imbue them with a unique toadstool magic, causing them to grow plump green mushrooms around or at the tip of the ammunition.

When a creature is hit with a ranged weapon attack using the ammunition, it takes an extra 1d6 poison damage and must make a Dexterity saving throw. On a failed save, the creature is pushed back a number of feet equal to the damage taken (rounded up to the nearest 5 feet) to a maximum of 15 feet. Whether the attack hits or misses, the spell then ends on that piece of ammunition.

If you cast this spell again, the spell ends on any ammunition still affected by your previous casting.



OBSCURE OBJECT

2nd-level illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour

An object you can see within range becomes invisible until the spell ends. The object can be no larger than a 5-foot cube, and it can't be worn by a creature.

ORIGAMI BIRD SWARM

5th-level transmutation (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (fine papers worth 10 gp, which the spell consumes)

Duration: Instantaneous

A swarm of eight origami birds erupts from the stack of papers consumed in the casting of the spell and flies toward a creature you can see within range. If the target is within 30 feet of you when you cast the spell, the swarm collides with the target, dealing 8d6 slashing damage to it, and the birds disappear.

If the target is farther than 30 feet away from you when you cast the spell, the swarm travels at a rate of 30 feet per round in the direction of the target, ignoring difficult terrain and moving around creatures and other obstructions as needed. While the swarm is traveling, it obstructs a 5-foot-cube area as if it were a Medium creature.

While the swarm is traveling, it can be attacked. It has an AC equal to your spell save DC. For every attack that hits the swarm, the number of birds in the swarm is reduced by one.

At the start of your turn on the round that the swarm reaches its target, the target takes 1d6 slashing damage for each bird remaining in the swarm. The birds then disappear.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the number of birds in the swarm increases by two for each slot level above 5th; if the target is within 30 feet of you when you cast the spell, it takes an extra 2d6 slashing damage for each slot level above 5th.

PACIFY MONSTER

4th-level enchantment (Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

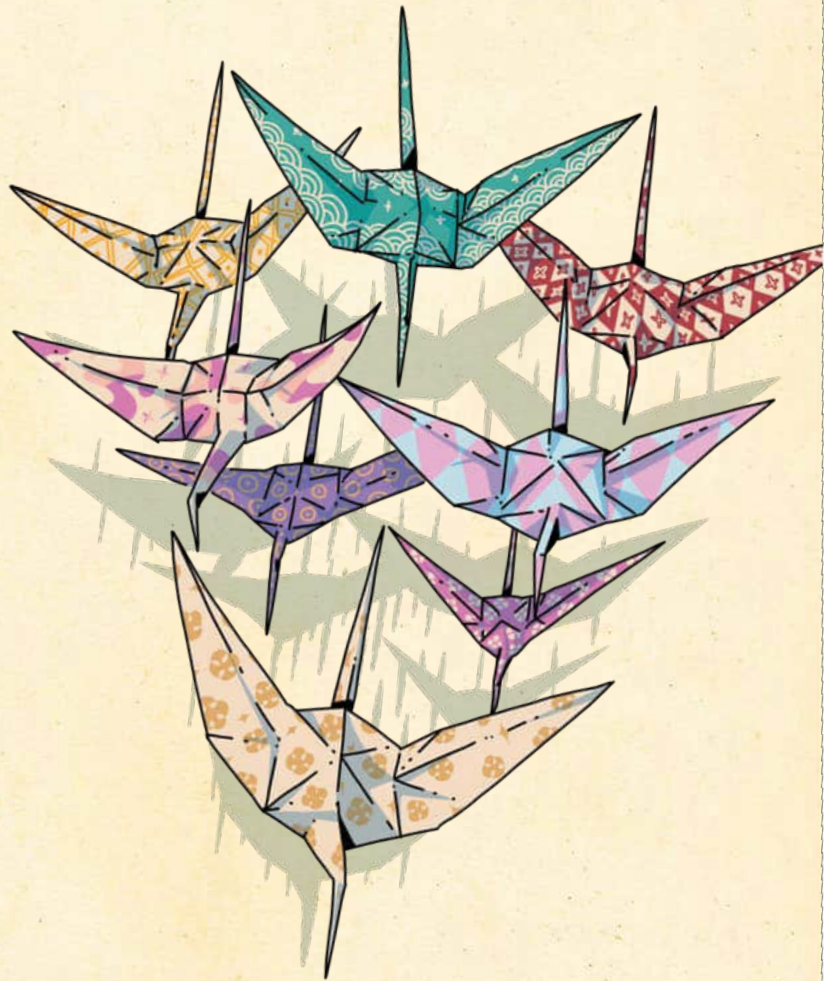
Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a gull's feather)

Duration: Concentration, up to 1 minute

You attempt to pacify a creature you can see within range. The target must make a Wisdom saving throw. If it fails the save, it is pacified by you until the spell ends. A pacified



creature can't attack, cast a spell that affects an enemy, or deal damage to another creature. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

PACIFY PERSON

1st-level enchantment (Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a gull's feather)

Duration: Concentration, up to 1 minute

You attempt to pacify a humanoid you can see within range. The target must make a Wisdom saving throw. If it fails the save, it is pacified by you until the spell ends. A pacified creature can't attack, cast a spell that affects an enemy, or deal damage to another creature. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional humanoid for each slot level above 1st. The humanoids must be within 30 feet of each other when you target them.

PILLAR OF FORCE

2nd-level evocation (Bard, Druid, Ranger, Sorcerer)

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You swiftly stomp your foot, conjuring a pillar of wood or stone that thrusts out from underneath your feet and towards a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 2d12 bludgeoning damage, and if the target is Huge or smaller, it is pushed 10 feet away from you. The ground in a straight line between you and your target becomes difficult terrain, with each 5-foot-square portion requiring at least 1 minute to clear by hand.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for each slot level above 2nd.

PLUMMET

3rd-level transmutation (Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Instantaneous

You conjure an enormous glowing force, which wraps around a flying creature within range, and attempt to pull it out of the air. The target must make a Dexterity saving throw. On a failed save, it is pulled to the ground and takes falling damage as normal (1d6 bludgeoning damage for every 10 feet it falls, to a maximum of 20d6). On a successful save, the creature drops halfway to the ground and takes no damage.

POGMO'S POT

3rd-level conjuration (Bard, Sorcerer, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 10 minutes

You summon a cast iron pot in an unoccupied space on the ground within range. All objects within 20 feet of the pot that are neither worn nor carried and that weigh no more than 10 pounds are instantly sucked inside Pogmo's strange container, whether they look like they should fit or not. All objects are stored in an extradimensional space inside the pot until the spell ends, at which point the pot vanishes and the objects it contained appear on the ground in its space.

For the duration, the pot remains sealed shut and the objects inside can't be accessed until the spell ends. The pot is 1 foot wide and 1 foot tall. It can easily be moved or carried and always weighs 15 pounds, regardless of how much the objects it contains weigh. The pot is immune to all damage, but it can be dispelled.

RAGEFUL NIMBUS

2nd-level evocation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a drop of water)

Duration: 1 minute

Choose a creature within range, which can be yourself. A pristine, fluffy white cloud appears above the target and follows them for the duration. If the target takes damage from a hostile creature you can see, you can use your reaction to make a ranged spell attack from the cloud, provided that creature is within 60 feet of the target. On a hit, the creature takes 2d8 lightning damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above 2nd.

RESILIENT FRIENDSHIP

Enchantment cantrip (Bard, Cleric, Druid)

Casting Time: 1 action

Range: 5 feet

Components: V

Duration: Instantaneous

You magically assist a creature within range, granting it the benefits of the Help action. If the target you helped successfully accomplishes the task by the start of your next turn, you gain 1d4 temporary hit points, which last for 1 hour.

The number of temporary hit points you gain increases when you reach 5th level (1d6), 11th level (1d8), and 17th level (1d10).

RETRIEVE

Transmutation cantrip (Bard, Sorcerer, Wizard)

Casting Time: 1 bonus action

Range: 15 feet

Components: V

Duration: Instantaneous

You cause an object within range that isn't being worn or carried to fly to your open hand. The object must weigh no more than 10 pounds or the spell fails.

ROOT GRAB

Conjuration cantrip (Bard, Druid, Sorcerer, Wizard)

Casting Time: 1 reaction, which you take when a creature provokes an opportunity attack from you

Range: 10 feet

Components: V, S

Duration: Instantaneous

You cause roots to reach out and grasp at the creature that provoked the opportunity attack, hindering its movement. The creature's speed is reduced by 10 feet until the start of your next turn.

SAND STRUCTURE

1st-level evocation (ritual) (Bard, Druid, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small piece of seaglass)

Duration: 1 minute

A wall of sand that is 5 feet tall, 5 feet wide, and 1 foot thick materializes from the ground up in an unoccupied space that you can see within range. The sand functions as solid stone while in its wall form. The wall has AC 13 and 10 hit points. Reducing the wall to 0 hit points destroys it and might cause connected walls to collapse at the GM's discretion. You can end the spell early by using an action to dismiss it. When the spell ends, the wall crumbles back into sand.

If you cast the spell as a ritual, the wall lasts until it is destroyed or dismissed.

SPELL SIGNATURE

2nd-level divination (Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (a rosewood match)

Duration: Instantaneous

As you cast the spell you draw out the potent scents trapped within all magic. Choose a magical effect you are aware of that's within range. The effect releases a scent specific to the creature that created it. If you are familiar with the creature, you automatically know that the magical effect was created by them.

If you are not familiar with the creature, you can make an ability check using your spellcasting ability modifier and add your proficiency bonus to it. Refer to the table below to determine what information you are able to glean from the scent. When succeeding on a DC check, you also learn previous information given from lower DCs.

- ♦ **DC 5**—You learn the type of creature that created the magical effect.
- ♦ **DC 10**—If the creature has a class, you learn what it is.
- ♦ **DC 15**—You learn if the creature is affiliated with an organization.
- ♦ **DC 20**—You learn the name of the creature.

SHARED VISION

2nd-level divination (Bard, Cleric, Sorcerer, Wizard)

Casting Time: 1 action

Range: 1 mile

Components: S, M (a glass eye)

Duration: Concentration, up to 10 minutes

You target a willing creature that is familiar to you and within range. For the duration or until the target dismisses the effect on itself as an action, the target can see through your eyes, gaining the benefits of any special senses that you have. During this time the target can swap between their own vision and your vision as a bonus action.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional willing creature for each slot level above 2nd.

SPROUT FOLIAGE

1st-level conjuration (Druid, Ranger, Sorcerer)

Casting Time: 1 action

Range: Self

Components: V, S, M (flower seeds)

Duration: 1 hour

You sprout and rapidly grow a lush leafy foliage that covers the entirety of your body. When casting this spell, you can choose if the foliage has other features, such as flowers or berries.

While prone and motionless, you are indistinguishable from a normal bush. If a creature hasn't observed you move or act, it must succeed on an Intelligence (Investigation) check against your spell save DC to discern that you aren't a bush. To become disguised again from a creature that has discerned you for what you are, you must take the Hide action while you're unseen by the creature.

For the duration, you can use your action to create and hurl a pinecone, berry, or flower bud. When you do so, make a ranged spell attack against a creature within 30 feet of you. On a hit, the target takes bludgeoning damage equal to 1d6 + your spellcasting ability modifier.



STORM STALLION

4th-level evocation (Druid, Paladin, Ranger, Sorcerer, Warlock)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (the stem of a windbloom)

Duration: Instantaneous

Choose a 5-foot-cube space that you can see within range. A Medium elemental stallion appears in that space out of a twisting gust of wind and charges in a direction you choose in a straight line up to 60 feet long. If the stallion appears in a space occupied by a creature that is Medium or smaller, that creature must succeed on a Dexterity saving throw or be carried along with the stallion as it moves. A creature can choose to fail this saving throw.

Each creature in the stallion's path (excluding the creature it's carrying, if any) must make a Dexterity saving throw, taking 6d8 bludgeoning damage on a failed save, or half as much damage on a successful one. The stallion then vanishes.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

SUBMERGE

5th-level conjuration (Druid, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: 1 round

This spell creates a magical link between a body of water within range and another body of water, at any location within 500 miles, on the same plane of existence. You must have seen or touched the destination body of water at least once before. For the duration, any creature can step into the target body of water and exit from the destination body of water by using 5 feet of movement.

Both bodies of water must be large enough for the creature attempting to pass through to become fully submerged. If either body of water isn't large enough for the creature to become fully submerged, there's a 25 percent chance that the creature exits from a random body of water on the same plane of existence.

SUMMON JACK-O'-LANTERN

5th-level conjuration (Bard, Druid, Ranger, Sorcerer, Warlock)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (bits of jack-o'-lantern)

Duration: Instantaneous

A giant jack-o'-lantern rapidly grows around up to four Medium or smaller creatures or one Large creature within a 5-foot radius centered on a point you can see within range. An unwilling creature in the area can make a Dexterity saving throw, leaping 5 feet outside the jack-o'-lantern on a success.

While inside the jack-o'-lantern, creatures can only see through its eyes and mouth, which are on one side of the jack-o'-lantern, selected by you when you cast this spell. The creatures can make attacks with ranged or reach weapons only from this side. Creatures outside the jack-o'-lantern only see a warm, glowing light when looking into its mouth or eyes. While the jack-o'-lantern remains, no creature in, or outside of it can pass or reach through it.

The jack-o'-lantern weighs 5,000 pounds, has an AC of 15, and has 100 hit points. The lantern naturally loses 20 hit points every year. When the lantern is reduced to 0 hit points, it is destroyed.

SUMMON VEHICLE

1st-level conjuration (Bard, Ranger, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small piece of rubber)

Duration: 10 minutes

You summon a bicycle or moving machine in an unoccupied space within 5 feet of you. The vehicle can be no larger than a 5-foot cube, and it can only carry one creature that is Medium or smaller. The vehicle has a walking speed of 60 feet, which you can use while riding it, provided you have at least one free hand to operate the vehicle.

You can end the spell early by using an action to dismiss it. When the spell ends, the vehicle vanishes.

SWALLOW MAGIC

1st-level transmutation (Bard, Wizard)

Casting Time: 1 reaction, which you take when a spell cast by another creature fails to affect you

Range: Self

Components: S

Duration: Instantaneous

You chomp down on the threads of magic left in the air after the triggering spell fails to affect you, swallowing the now latent magic and gaining one of the following effects of your choice:

- ♦ You regain hit points equal to 1d4 + your spellcasting ability modifier.
- ♦ Your speed increases by 15 feet until the end of your next turn.
- ♦ Once before the end of your next turn, you can roll a d4 and add the number rolled to one ability check of your choice.

SWITCHED FORM

2nd-level illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

This spell allows you to change the appearance of two humanoids that you can see within range. Each target takes on an illusory disguise, making it look like the other target—including its armor, clothing, weapons, and other belongings on its person. Each creature can seem 1 foot shorter or taller; the disguise otherwise replicates the other target's physical features as accurately as possible. The spell lasts for the duration, unless you use your action to dismiss it sooner.

The changes wrought by this spell fail to hold up to physical inspection. For example, if this spell causes a

creature to gain a cape from its disguise, objects pass through the cape, and anyone who touches it would feel nothing or would feel the creature's back or shoulders. If this spell causes a creature to appear thinner than it is, the hand of someone who reaches out to touch the creature would bump into it while it was seemingly still in midair.

A creature can use its action to inspect a target and make an Intelligence (Investigation) check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.

TAMH GON'S FIERY FESTIVAL FEAST

5th-level abjuration (Bard, Cleric, Wizard)

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (an uncommon ingredient, which the spell consumes)

Duration: Instantaneous

You sanctify a meal in an extravagant show of thrown spices and twirling dance. Those who partake in the meal are granted the curry blessings of the great festival spirit Tamh Gon. The feast takes 1 hour to consume and the beneficial effects don't set in until this hour is over. Up to twelve creatures can participate in this feast.

A creature that partakes of the feast gains several benefits. The creature reduces its exhaustion level by one, its speed increases by 10 feet, and it gains a +2 bonus to Dexterity saving throws. It can also activate the effects of the **Ember Belly** spell one time while the benefits of the feast last. The feast's benefits last for 24 hours.

TASK

Transmutation cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 15 feet

Components: S

Duration: Up to 1 hour

With a flick of your wrist, you magically complete a small and simple task, such as flipping a book page, buttering bread, or heating a cup of tea, without any physical interaction. The task can't include anything that is intended to inflict a harmful effect on a creature and must be something you'd normally be able to accomplish without the use of magic. The spell fails if the target of the task has total cover from you.

If you cast this spell multiple times, you can have up to three tasks active at a time, and you can dismiss one of them as a bonus action.

TRANSPARENCY

2nd-level illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 reaction, which you take when your location would be revealed to a creature while you are hidden or unseen

Range: Self

Components: S

Duration: 1 round

You temporarily become invisible to stop yourself from being discovered by the triggering creature. Until the end of your next turn, you remain invisible and your steps make no sound, regardless of the surface you are moving across. Anything you are wearing or carrying is invisible as long as it is on your person. The spell ends early if you attack or cast a spell.

VEGETABLE BLADE

3rd-level conjuration (Bard, Druid, Ranger, Paladin, Sorcerer)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a strip of grass)

Duration: Concentration, up to 1 minute

A lush bunch of vegetable fronds suddenly springs from the ground in an unoccupied space you can see within range. As a bonus action, a creature can pull the fronds from the ground, revealing a root vegetable of your choice that has been grown in the shape of a blade. For the duration, a creature can use the vegetable blade as a melee weapon with which it is proficient. The blade deals 1d12 slashing damage on a hit (adding your ability modifier to the damage roll as normal), and it has the finesse property.

Additionally, on subsequent turns, the wielder or one of its allies can use a bonus action to take a bite out of the blade. Doing so heals the creature for a number of hit points equal to the blade's damage die + your spellcasting ability modifier. Once a creature has taken a bite out of the blade, its damage die is reduced by one size—from a d12 to a d10, for example. If the blade is reduced beyond a d4, it is destroyed and the spell ends early.

WATER BULLET

1st-level evocation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You create a sphere of swirling water that spins rapidly in your hand or mouth before you hurl it at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes bludgeoning damage based on how far it is away from you.

♦ **1–10 feet:** 5d6

♦ **11–60 feet:** 4d6

♦ **61–90 feet:** 3d6

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

WHELM WEAPON

1st-level transmutation (Bard, Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of seawater)

Duration: Concentration, up to 1 minute

Up to three weapons of your choice that you can see within range become enveloped by water. Roll a d4; for the duration, any damage dealt by the targeted weapons is reduced by the number you rolled (to a minimum of 1).

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target two additional weapons for each slot level above 1st.

WIND SPRINT

2nd-level evocation (Paladin, Ranger, Wizard)

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Instantaneous

A turning tempest wind lifts you up and carries you to a creature you can see within range. The next time you hit a creature with a melee weapon attack before the end of the turn, the attack deals an extra 2d6 slashing damage as the winds buffet the target.



POTION BREWING

Magic abounds on Obojima. It permeates the landscape, and it pools in certain objects. Over the generations, sages discovered that this latent magic can be unleashed through what has become the honored craft of potion brewing. The craft is mysterious, wondrous, and more than a bit chaotic. Most people don't even attempt it. Seasoned brewers can't be entirely certain about what kind of potion will result when combining ingredients. Even so, the tradition remains among the island's proudest.

This chapter discusses how to gather ingredients, how to brew potions, and what kind of potions one can make.

Potion Types and Rarities

Potions come in one of three categories based on their function. **Combat** potions provide abilities or buffs that prove helpful in a fight. **Utility** potions are generally useful both in and out of combat. Finally, **whimsy** potions embody peculiar and sometimes playful effects.

Potions also come in different rarities. A potion's rarity is determined by the rarity of the ingredients used to brew it. A potion can be **common**, **uncommon**, or **rare**.

Common potions are familiar enough to be used by many people in their day-to-day lives. However, they are not so plentiful as to be considered mundane.

Uncommon potions are potent concoctions and likely the upper end of power that folks would expect to encounter.

Rare potions do truly marvelous things and most folk on Obojima live their lives without ever experiencing their effects.

The people of Obojima might not describe potions in the categories and rarities outlined above, but they are useful terms meant to help players understand how the potion system works.

Ingredients

At the heart of potion brewing are ingredients. A vast variety of objects scattered all throughout the island. Some ingredients are plentiful and easy to find, while others are seldom seen and might require a dangerous quest to obtain. Ingredients come in various types including plants, minerals, creatures and creature parts, as well as human-made things such as machine parts, toys, and food.

Like potions, ingredients have different rarities: common, uncommon, or rare. To locate all 130 known ingredients, a potion brewer must be skilled both behind the cauldron and in the field.

Common ingredients are abundant and generally easy to come by with a little bit of knowledge and effort.

Uncommon ingredients are harder to come by and require a bit more specialized knowledge about where to find them.

Rare ingredients are another story altogether. Obtaining them is a matter of great effort, and might require an expedition devoted to finding just one.

Tracking down a rare ingredient makes for a fun adventure hook.

Identifying and Gathering Ingredients

Only certain objects are potent enough to be ingredients for the purpose of brewing potions. The Potion Ingredients section below features a comprehensive list of ingredients. Many objects players hope to brew into potions don't carry within them the necessary magic, therefore it's important that players have a way to determine what is and isn't a proper ingredient. That's where Arcane Detection Kits and almanacs come in handy. Bear in mind that the GM can amend the ingredients list as they see fit.

Foraging and Salvaging

Characters might happen upon useful ingredients while adventuring, but many ingredients demand a more active search. The nature of the ingredient determines what skill will be tested.

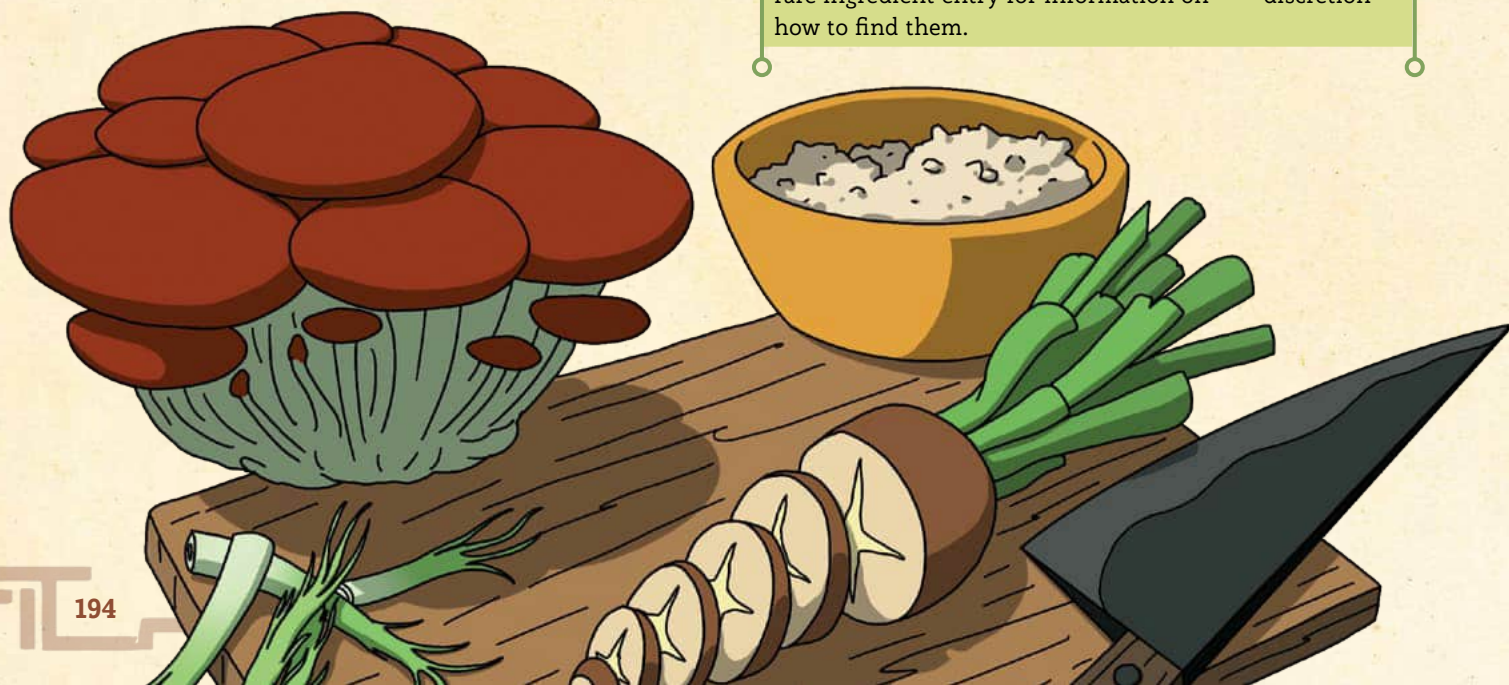
- ♦ If an ingredient grows or is naturally found in the wild, you might roll a Wisdom (Survival) check to determine its location.
- ♦ If an ingredient is found amongst abandoned machinery, you might roll an Intelligence (Salvage) check to disassemble and locate the part needed.

Any character who spends at least 1 hour foraging can make the appropriate check. The DC of the check is determined by the table below. Not all ingredients show up in each region with the same frequency. See the regional ingredients list on page 199 to determine what ingredients are native there.

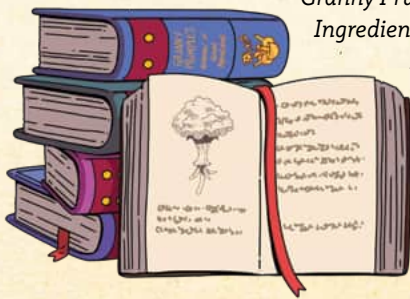
You can find information on the new salvage skill on page 165

Finding Ingredients DCs

Ingredients Foraged or Salvaged	Suggested DC
Common ingredients native to area	10-15
Uncommon ingredients native to area & common ingredients not native to area	16-20
Uncommon ingredients not native to area	21-25
Rare ingredients aren't normally found through foraging/salvaging. See each rare ingredient entry for information on how to find them.	GM's discretion



Almanacs



Granny Prumple's *Almanac of Island Ingredients: The How-Tos and What-Fors on the Craft of Potions, in Seven Volumes*—or simply *Almanac* for short—has been the definitive guide to ingredients for the past several decades. The information is not readily available, however.

Many years ago, witch covens managed to divide the volumes, secreting them away across Obojima to guard jealously in their own lairs and covet the ones they don't possess. Every major coven has one, except for the distinguished Fish Head Coven, which has somehow come into the possession of two!

Characters foraging or salvaging ingredients get advantage on their rolls if they have access to the volume for the region they are in. Additionally, players with access to an almanac are aware of the attributes associated with each ingredient listed in the book.

Almanac Volumes by Region and Coven

1. Brackwater Wetlands: The Crowsworn
2. Coastal Highlands: League of the Gilded Gourd
3. Gale Fields: Fish Head Coven
4. Gift of Shuritashi: The Tall Hats
5. Land of Hot Water: Patchwork Robe Coven
6. Mount Arbora: Cloud Cap Coven
7. The Shallows: Fish Head Coven

Heroes may be able to find copies of almanac pages in local shops, libraries, or witch huts. Finding a single almanac page will give information about one ingredient in particular.

Testing Ingredients

Arcane Detection Kits, or ADKs, are used to determine if something has the properties necessary to be a potion ingredient. As a downtime activity, characters can spend an hour using their ADK to test up to six substances. Once a test is complete, the GM shares which substances are ingredients and the attributes those ingredients hold.

ADKs are listed in the equipment section in this book.

Alternatively, witches are usually willing to identify ingredients for a meager donation of coin or as part of a trade.

Ingredients of Circumstance

A few ingredients can't be foraged in the wild or salvaged from derelict machines. Instead they appear through circumstance. Rubble from a rubble golem, for example, must be harvested from the creature of the same name, which first requires the golem to exist. Other ingredients can only be found as the result of a strange occurrence, such as Essence of Ill Omen, which can randomly appear as a byproduct of divination magic. These ingredients might require more effort or a bit of luck to acquire.

Buying or Trading for Ingredients

Ingredients like pink candle wax, flash paper, and Haku-mon's ramen broth aren't found in the wilderness. Artisans make them, so they must be procured from the source, or purchased from merchants. Common ingredients are typically found at local markets, uncommon ingredients require an in with a special dealer, and rare ingredients are so scarce that finding a dealer is an accomplishment in itself. For characters looking to buy and trade ingredients follow these general guidelines.

Cost. Merchants and artisans generally know what their ingredients are worth. For ingredients that are typically sold, feel free to assign a cost as you see fit, or consult the table below for a suggested cost.

Making a Trade. Some folks are reluctant to give up an ingredient. The rarer the ingredient, the tougher the coaxing will be. You are encouraged to roleplay the transaction. The table below offers suggested DCs for Charisma (Persuasion) checks to successfully convince hesitant or shrewd sellers to go through with the trade, though it's up to the GM whether the terms of the trade are reasonable.

Ingredients for Sale or Trade	Suggested Cost	Suggested DC
Common ingredients native to area	1-5 gp	10-15
Uncommon ingredients native to area & common ingredients not native to area	5-10 gp	16-20
Uncommon ingredients not native to area	20-25 gp	21-25
Rare ingredients	GM's discretion	GM's discretion

Brewing Potions

Ingredient Attributes

Each ingredient holds a unique set of attributes that help determine what type of potion it will be used to craft. These attributes are combat, utility, and whimsy.

These three attributes have a number associated with them, which varies by ingredient. The boom beri for example has a combat score of 7, a utility score of 6, and a whimsy score of 1.

Boom Beri		
Combat	Utility	Whimsy
7	6	1

Recipes

Potions require recipes. Every potion recipe has three main ingredients, which determines the type of potion the recipe will result in. Ingredients in a recipe must be unique, meaning there can't be duplicates of one ingredient in the same recipe. Recipes can be discovered through experimentation or they can be found throughout Obojima—usually in the hands of potion experts.

To understand which potion a recipe will brew, follow the steps for brewing below:

1. Select three ingredients.
2. Determine the three ingredients' attribute numbers. At the end of this step you should have a total of nine numbers.
3. Find the sum of the three combat scores, three utility scores, and three whimsy scores. At the end of this step you should have three new numbers, each associated with one attribute.
4. Determine which of these three attribute scores has the highest number associated with it. The winning attribute determines the list the potion comes from, and the number determines which potion on that list the recipe will create. If there is a tie between attribute scores, the potion brewer can choose between the two winning attributes.

Example: You've decided to create a potion using these three common ingredients. A handful of boom beris, a couple sheets of flash paper, and a rust crab. You start by pulling out an ADK and determine that these are the associated attribute scores for each of your ingredients.



Boom Beri
Combat
7
Utility
6
Whimsy
1



Flash Paper
Combat
6
Utility
9
Whimsy
1



Rust Crab
Combat
8
Utility
4
Whimsy
2

You then find the sum of all three combat attribute scores, utility attribute scores, and whimsy attribute scores. Which looks something like this:

Combat	Utility	Whimsy
7+6+8=21	6+9+4=19	1+1+2=4

Now that you have three new numbers associated with the three attributes, all you need to do is determine which attribute's number is the highest. In this case it looks like it is Combat at 21.

That means if you were to brew this potion you will have brewed the 21st potion on the combat potion list.

How to Brew Potions

After collecting ingredients and crafting a recipe, characters can start brewing. To successfully brew a potion, a character must have access to, and be proficient with **alchemy supplies**. Next, they must craft the base mixture to all potions: a strange liquid known by witches and brewmasters as muk—a fine mixture of herbs, mud, candle wax, gold dust, and a plethora of other simple substances. Muk is what unlocks the latent magic in ingredients and makes it ready for brewing. Mixing up a batch is easy enough, so long as they have the gold needed to make it. Crafting muk consumes gold, and each potion requires an amount of muk based on the rarity.

With all the necessary ingredients, the right amount of muk, and **alchemy supplies**, a potion can be made in 10 minutes.

Common Potion	15 Gold worth of Muk
Uncommon Potion	75 Gold worth of Muk
Rare Potion	300 Gold worth of Muk

Using Potions

Each potion has magical effects that occur when imbibed, poured out, or thrown. These effects last for a specified amount of time, which is noted in a potion's description. Unless otherwise noted, it takes a bonus action to use the potion and gain its benefits.

Multiple Potions at Once

Desperate, reckless, or curious characters will inevitably try to use more than one potion at the same time or in rapid succession. In most cases, potions don't have stacking effects. The most recent potion imbibed negates any previous ones.

There are exceptions, however. Some potions are **permanent**, which means their effects persist even when other potions are used. To see if a potion has this property, check its description for the **permanent** keyword.

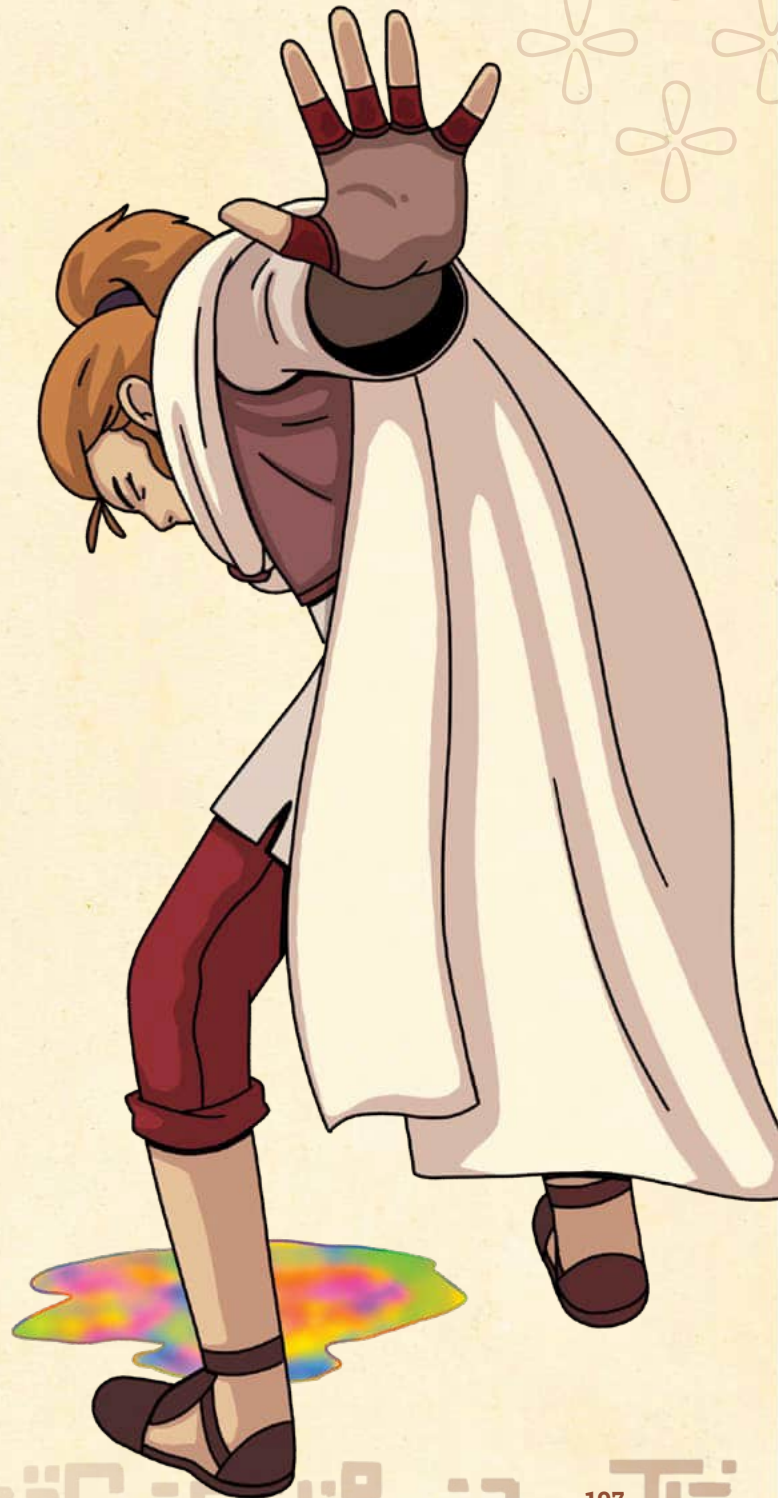
Potion Sickness & Mishaps

Using multiple potions also comes with the risk of succumbing to potion sickness, a very unpleasant affliction that comes on at a moment's notice. Characters who decide to consume more than one potion in a day must first pass a DC 13 Constitution saving throw or fall violently ill. In place of the special effects the potion would normally grant the character instead vomits as the strange concoction of magical elixirs swirls inside their stomach. The DC for this save increases by 2 for each potion successfully used in a single day. Thrown or poured potions do not count when calculating for potion sickness.

If a character is persistent and continues to use multiple potions in a day, they might stumble into a potion mishap. These random magical effects occur when a character fails a potions sickness check after already successfully using 3 potions that day. In addition to potion sickness, this character would also roll on the Potion Mishaps table below.

Poured and **Thrown** potions do not count towards the number of potions a creature can consume in a day.

This is an optional rule for GMs to add into their game as they see fit.



Potion Mishaps Table

d10

Result

1	Sand fills your mouth, making it impossible to speak. This effect lasts for 1 minute.					
2	You lose the ability to use your arms as they turn jelly-like in nature. This effect lasts until the end of your next turn.					
3	Your vision blurs then pops back into clarity, only now all creatures look exactly the same to you and are indistinguishable except by touch. This effect lasts for 1 minute.					
4	In a blur of magic, you shift into one of the following adorable critters, as if the spell Polymorph* was cast on you. (roll 1d6):					
	Kitten	Songbird	Puppy	Black bear cub	Piglet	Otter pup
	1	2	3	4	5	6
5	In a blinding flash of light and a sonic boom, you are teleported away. Roll 1d4 to determine direction with "1" being cardinal north and moving clockwise. Then roll 1d4 to determine how many hundreds of feet that you are teleported.					
6	You can no longer control your voice, causing it to randomly change in volume as you speak. This effect lasts for 1 hour.					
7	Eels grow in your gut for the next hour. Every so often you cough one up.					
8	For the next week, the sight of potions makes you sick. You must succeed on a DC 15 Constitution saving throw to drink a potion.					
9	Being within 5 feet of any kind of magic causes you to instantly break out in itchy hives, reducing any Charisma checks by 2. This allergy lasts for 1d4 days.					
10	You gain the effect of a random common whimsy potion.					

Regional Ingredient Lists

Coastal Highlands

COMMON

Blue Back Salmon
Boom Beri
Bora Bug
Bundle of Driko Twigs
Chicken Egg
Creeping Bolete
Earwax
Fish Head
Flash Paper
Green Slime
Jumping Bonfire
Jack-O'-Lantern Bits
Kojo Root
Mountain Ox Dung
Mouse Tree
Pink Candle Wax
Poison
Sheep Dragon Wool
Spindle Leg Spider Webs
Snap Vine Sap
Venus Fly Rat
Yuma Shrub

UNCOMMON

Bottle Cap
Essence of Glumbug
Kojobi Fruit
Lions Blume
Nakudama Spice
Noodle Eel
Petrified Alligator
Spark Plug
Spring
Vinyl Record

Gale Fields

COMMON

Apper Carrot

Blue Back Salmon
Bora Bug
Bundle of Driko Twigs
Camp Mite
Chicken Egg
Clay Snake Tail
Cloud Horn
Earwax
Fish Head
Green Slime
Hakuma Sapwood
Hill Dragon Egg
Howler Fur
Itchi Beri
Jumping Bonfire
Jack-O'-Lantern Bits
Nobblewort
Monkey's Coil
Poison
Pyramid Melon
Rattle Shoot
Sheep Dragon Wool
Spindle Leg Spider Webs
Ube
Windbloom
Witch's Broom
Yugi Sap

UNCOMMON

Bottle Cap
Dragon Root
Feather Rock
Glow Worms of the Vale
Kojobi Fruit
Living Spud
Noodle Eel
Petrified Alligator
Spark Plug
Spring
Sun Shroom
Vinyl Record

Wolfenite

Gift of Shuritashi

COMMON

Apper Carrot
Bamboo
Bashu Powder
Blue Back Salmon
Boom Beri
Bora Bug
Bundle of Driko Twigs
Camp Mite
Chicken Egg
Cloud Horn
Creeping Bolete
Earwax
Fish Folk Tooth
Fish Head
Flash Paper
Green Slime
Hakuma Sapwood
Jumping Bonfire
Jack-O'-Lantern Bits
Knobble Leaf Seaweed
Lovers Vine
Mellowort (plant)
Nobblewort

Narutomaki
Pink Candle Wax
Queen's Dilemma
Scalefruit Rind
Seashell
Sea Water
Spindle Leg Spider Webs
Varrow
Yugi Sap

UNCOMMON

Bottle Cap
Dawn Petal
Fizzing Green

Happy Joy Cake
Kojobi Fruit
Laughing Moss
Munchanka Root
Nakudama Spice
Noodle Eel
Petrified Alligator
Shadowroot
Spark Plug
Spring
Toka Truffle
Vinyl Record
Wychwood

Land of Hot Water

COMMON

Amber
Bamboo
Bashu Powder
Blue Back Salmon
Boom Beri
Brush Reed
Bundle of Driko Twigs
Chicken Egg
Clay Snake Tail
Earwax
Fish Folk Tooth
Fish Head
Flash Paper
Gohaku Rice
Jumping Bonfire
Oporion Glass
Origami Crane
Pink Candle Wax
Poison
Raka Paste
Seashell
Sea Water
Varrow
Windbloom

Noodle Eel

UNCOMMON

Bottle Cap

Crackling Jasper

Gargoyle Powder

Kojobi Fruit

Molted Lizard Skin

Petrified Alligator

Spark Plug

Spirit Tea

Spark Plug

Spring

Vinyl Record

Yellow Slime

Mount Arbora

COMMON

Amber

Blue Back Salmon

Boom Beri

Bora Bug

Bundle of Driko Twigs

Clay Snake Tail

Earwax

Fish Head

Hakuma Sapwood

Howler Fur

Mandrake Root

Nobblewort

Oporion Glass

Peeping Willow

Poison

Queen's Dilemma

Raka Paste

Spirit Root

Windbloom

Yugi Sap

Yuma Shrub

Noodle Eel

UNCOMMON

Black Cinnamon

Bottle Cap

Dawn Petal

Essence of Glumbug

Forge Slag

Gargoyle Powder

Mountain Snail

Opu Opu Spring Water

Petrified Alligator

Spark Plug

Spring

Vinyl Record

Wolfenite

Shallows

COMMON

Blue Back Salmon

Brush Reed

Fish Folk Tooth

Fish Head

Knobble Leaf Seaweed

Oporion Glass

Pungent Sea Foam

Seashell

Rust Crab

Sea Water

Squid Ink

Tangle Weed

Witch's Eye Coral

UNCOMMON

Black Pearl

Bottle Cap

Noodle Eel

Pek Pek Flakes

Petrified Alligator

Brackwater Wetlands

COMMON

Bamboo

Blue Back Salmon

Bora Bug

Brush Reed

Bundle of Driko Twigs

Camp Mite

Chicken Egg

Clay Snake Tail

Creeping Bolete

Earwax

Fish Folk Tooth

Fish Head

Green Slime

Gohaku Rice

Howler Fur

Kloth Leech

Knobble Leaf Seaweed

Lovers Vine

Mellowort (plant)

Narutomaki

Poison

Queen's Dilemma

Raka Paste

Ribbon Rot

Scalefruit Rind

Seashell

Sea Water

Varrow

UNCOMMON

Bottle Cap

Corrupted Seawater

Corrupted Slime

Hakumon's Ramen Broth

Laughing Moss

Mournshade

Night Thistle

Noodle Eel

Petrified Alligator

Shadowroot

Scumweed

Spark Plug

Spring









Vinyl Record

Wolfenite









COMMON INGREDIENTS









Common ingredients are found all across Obojima and are widely used in and out of potion making. The average islander is most likely aware of, or can identify a handful of common ingredients, though they likely use them for alternate purposes. As the name would suggest, common ingredients are much easier to come by than their uncommon or rare counterparts, but the ratio at which the different ingredients can be found are often shocking.









There are 69 known common ingredients. It's been reported by the Fish Head Coven that their witch apprentices find one uncommon ingredient for every five common ingredients when exploring the wilderness. That makes it roughly five times easier to find a common ingredient than it is to find an uncommon ingredient.









	Amber This chunk of petrified tree sap is prized for its color and gem-like luster and is often used in jewelry. Some arcane jewelers claim that it has special properties, especially if an ancient insect is trapped within it. Amber can be found in rocky areas where petrified wood is found, and it has been known to wash up on certain beaches.	Combat 9	Utility 5	Whimsy 4
	Apper Carrot The Apper Carrot is well known throughout Obojima as a superior strain of carrot that has a delicious flavor and a hearty crunch. Its bulbous top peeks out from the soil when it's ready for harvesting, making it easy for foragers to spot Apper Carrots in the wild. They can be found in most grassy lowland areas.	Combat 0	Utility 3	Whimsy 1
	Bamboo Used in everything from building material to drinking vessels and musical instruments, bamboo is perhaps the most versatile material on the island. Patches of bamboo can be found in most places on Obojima, however there are a few bamboo forests in the foothills and mountainous regions where it can grow as thick as a tree.	Combat 3	Utility 3	Whimsy 3
	Bashu Powder This russet powder is made from the ground seed pods of the bashu tree. Bashu powder is used commonly by chefs who want to add a spicy yet smoky flavor to their dishes. Most Obojimans believe that bashu powder also helps alleviate minor ailments like coughs and colds. Bashu trees are found inland in the warm and arid regions of Obojima.	Combat 2	Utility 0	Whimsy 0
	Blue Back Salmon The fat-marbled, delicious flesh of the blue back salmon are a staple in many villages across the island. A fully grown salmon can reach up to almost two meters in length and any fisherman will tell you that they are crafty, hard to catch, and can deliver a nasty bite. Blue back salmon are found in rivers all across Obojima and in the deepest parts of the surrounding reef.	Combat 3	Utility 4	Whimsy 7
	Boom Beri These small red berries are a delicious sweet treat for roughly three weeks of the year. Outside of that time they're quite disgusting and left untouched by forest dwellers. They're often found near the base of mountains or cliff faces.	Combat 7	Utility 6	Whimsy 1
	Bora Bug These hazelnut-sized beetles can be found sipping the sugary sap from trees or drinking the juice from overripe fruit that has fallen to the forest floor. Obojimans crush up dried bora bugs to produce a beautiful turquoise dye. Bora bugs are usually found on or around any tree that produces fruit or a sweet sap.	Combat 4	Utility 8	Whimsy 3
	Brush Reed Aside from making a nifty hairbrush, brush reed is also well-known for its potion making properties. Brush reeds can be found next to ponds and lakes in the lowland areas.	Combat 1	Utility 10	Whimsy 6









	Bundle of Driko Twigs	Combat 1	Utility 1	Whimsy 2
The aromatic wood of the driko tree is a common scent in temples, shrines, and village markets on Obojima. Many woodcutters dry stacks of driko twigs in the sun making the summer months smell fantastic. Aside from being able to get driko twigs in almost any village, there are an abundance of driko trees all over the island.				
	Camp Mite	Combat 6	Utility 4	Whimsy 8
These small, spherical bugs are covered in stiff hairs that enable them to stick to fabric and even skin. They are drawn to the warmth of campfires and bedrolls; a fact attested to by anyone who's spent more than a couple of nights sleeping under the stars.				
	Chicken Egg	Combat 1	Utility 1	Whimsy 2
While to some, an egg is an egg, there are Obojiman chicken farmers who can discuss late into the night the various qualities and virtues of the perfect egg.				
	Chisuay's Heavenly Tea	Combat 2	Utility 7	Whimsy 5
Even outside of potion brewing circles, the properties of Chisuay's Heavenly Tea is talked about in reverent tones, and there are many competitions around the island to see who makes the best blend of tea, and Chisuay's Heavenly Tea blend always takes first place. Although wild tea is found throughout the highlands of Obojima, the highest-quality tea is found in fields where heirloom tea is cultivated and raised with great attention and care.				
	Clay Snake Tail	Combat 8	Utility 6	Whimsy 5
Clay snakes are fairly docile and non-venomous, which makes catching one a fairly easy task. The tips of a clay snake's tail are in high demand from witches and potion makers, and luckily for the clay snakes, their tails grow back within a few weeks. Clay snakes are found by riverbanks and lakeshores where there are rich deposits of clay, but the most desirable ones are found in the Land of Hot Water.				
	Cloud Horn	Combat 1	Utility 0	Whimsy 0
Cloud horn flowers bloom in the spring. In the late summer months, a seed pod in the middle of the flower cracks open and a light, fibrous fluff emerges—a fluff that is highly sought after by potion makers and brewers. Cloud horns are usually found in meadows and grasslands, and prefer dry climates.				
	Creeping Bolete	Combat 3	Utility 10	Whimsy 6
These colorful mushrooms are constantly on the move, creeping through the forest floor. No one knows exactly what they are looking for, if anything, or if they're just spreading their spores.				
	Dorrin Plate	Combat 7	Utility 8	Whimsy 4
Dorrin plate is a naturally occurring stone that can be broken off in large sheets and used as roof tiles, crockery, or building material. Potion makers have discovered that Dorrin plate is filled with minute crystals that are good for enhancing magic properties. Dorrin plate is found in rock formations near the mountain town of Dorrin.				









	Dried Fruit	Combat 2	Utility 1	Whimsy 4
	Earwax	Combat 0	Utility 0	Whimsy 0
	Fish Folk Tooth	Combat 9	Utility 4	Whimsy 3
	Fish Head	Combat 4	Utility 5	Whimsy 4
	Flash Paper	Combat 6	Utility 9	Whimsy 1
	Green Slime	Combat 8	Utility 6	Whimsy 7
	Gohaku Rice	Combat 3	Utility 2	Whimsy 3
	Hakuma Sapwood	Combat 5	Utility 1	Whimsy 9






	Hill Dragon Egg	Combat 9	Utility 3	Whimsy 8
	Looking like pumpkin-sized acorns, hill dragon eggs can remain dormant in the ground for a year or more before they hatch. Hill dragon eggs are usually buried out of sight, but certain flowers like to grow around burial pits giving their positions away and egg-hunting hogs can be trained to sniff them out. Not known for powerful maternal instincts, hill dragons lay their eggs in clutches all across the plains, dales, and rolling hills of Obojima.			
	Howler Fur	Combat 10	Utility 5	Whimsy 4
	Howler fur has certain arcane properties that are sought after by witches and warlocks for their various brews. Some Obojimans believe that a tuft of howler fur that is burned in a fireplace can ward off evil spirits. Howler fur can be found snagged on bramble thickets, along game trails, and near howler camps within and around the forests and caves where they dwell.			
	Itchi Beri	Combat 0	Utility 1	Whimsy 0
	Itchi berries can be harvested in clusters from under the vibrant green leaves of the Itchi plant, which are known to cause severe rashes on exposed skin. The berries themselves are harmless and sweeten when reduced to a jam. Itchi plants are most often found on riverbanks, their leaves pointing toward the peak of Mount Arbora. Sages have speculated about this phenomenon for generations, but no conclusive evidence has laid the matter to rest.			
	Jumping Bonfire	Combat 6	Utility 4	Whimsy 10
	This brightly colored flower is well-known throughout Obojima for the unique way that it propagates its seeds. When the flower of a jumping bonfire plant is knocked by a passerby, its petals begin to wriggle about mimicking flames and the seeds within it shoot out from the central stem with an audible popping sound like logs cracking on a fire. The jumping bonfire plant is the delight of children all over Obojima, and every village is sure to have one.			
	Jack-O'-Lantern Bits	Combat 2	Utility 1	Whimsy 3
	Many witches say that the process of carving a jack-o'-lantern bestows a certain amount of magic into the pumpkin, and lighting a candle within it absorbs the energy of the special time of the fall season when most witches agree that magic is at its most potent. Thus, pieces of a jack-o'-lantern are imbued with eldritch energies that are key to certain potions and magics.			
	Kloth Leech	Combat 1	Utility 1	Whimsy 1
	Kloth leeches are approximately the size of a handkerchief and come in a variety of colors. They tend to gather in groups made up of leeches of different colors, forming what resembles clumps of patchwork cloth. There are druidic communities in the Gale Fields who have learned to make entire garments from trained kloth leeches.			
	Knobble Leaf Seaweed	Combat 1	Utility 1	Whimsy 1
	There are many different kinds of seaweed on and around Obojima, most of which are quite tasty and nutritious, but none is more sought after than knobble leaf. Many cooks use knobble leaf in their soups and salads, and there are some witches and warlocks that use it for spells. Knobble leaf can be found washed up on the beaches of Obojima and growing in thick kelp beds along the sea floor surrounding the island.			
	Kojo Root	Combat 6	Utility 3	Whimsy 2
	You can find kojo root hanging within every shrine and temple on Obojima as it is considered good luck. Dried kojo root is also ground into a powder and used as seasoning in many dishes across the island.			

	Lovers Vine	Combat 0	Utility 0	Whimsy 2
<p>The lovers vine is actually two distinct vines that have developed a symbiotic relationship where one draws nutrients from the soil and the other provides a strong stem and ability to grasp and climb. Singly, neither vine provides a medicinal or magical effect, but when both are boiled together, their mixed properties are truly potent. Lovers vine can be found in most forests but it is especially fond of marshy areas.</p>				
	Mandrake Root	Combat 8	Utility 5	Whimsy 2
<p>This hardy root is difficult to process and is often boiled for hours before being used medicinally. Once softened the crimson root can be used in a number of balms and elixirs. It is often found in shady areas near the base of shrubs and trees.</p>				
	Mellowort	Combat 4	Utility 8	Whimsy 7
<p>Go into any hot spring or spa and the scent of Mellowort is sure to be wafting around with its soothing aroma. There are many songs written by bards about the benefits and relaxing properties of this flowering plant. Mellowort is a tall, slender plant that is found in the lowlands of Obojima.</p>				
	Monkey's Coil	Combat 2	Utility 0	Whimsy 1
<p>Monkey's Coil is a tiny flower that sprouts a spiraling growth wound so tightly that it can only be forced open with tremendous strength. Among a local guild of sages from the Coastal Highlands there are those that claim to know the secret of releasing the coil in a less forceful manner. The flower grows on a kind of ivy that links monkey coil flowers together into a lattice that farmers often plant in place of hedgerows.</p>				
	Mountain Ox Dung	Combat 10	Utility 3	Whimsy 8
<p>In the hands of a skilled potion crafter, a nice, sun-dried, ox dung pie has many uses. Mountain oxen roam wild in the foothills and are quite grumpy, so caution is advised.</p>				
	Mouse Tree Nut	Combat 4	Utility 6	Whimsy 5
<p>Despite its overall nutritiousness, the bitter grittiness of the mouse tree nut often precludes it from being eaten as a snack by most folk. However, the mouse tree nut is beloved across the island because of its shell, which is used to make instruments like castanets or a type of flute called a "mouse kisser." Mouse tree nuts grow on stout, gnarly trees that grow in normally unsuitable areas, such as cliff sides or inside ruined buildings.</p>				
	Narutomaki	Combat 0	Utility 0	Whimsy 0
<p>These delicious narutomaki cakes are made in markets and taverns all over the island of Obojima. Many villages have naruto competitions to see who can make the most tasty and aesthetically pleasing naruto cakes, all in honor of the local guardian spirit or to celebrate a good season of fishing or a bountiful harvest.</p>				
	Nobblewort	Combat 3	Utility 1	Whimsy 2
<p>Nobblewort is a fairly common lichen whose bumpy, knobby texture gives it its name. You can often see a bundle of nobblewort hanging from the eaves of many village houses as it is said to ward off bad luck and mischievous spirits. Nobblewort can be found clinging to most deciduous trees across the island.</p>				

	Oporion Glass	Combat 1	Utility 10	Whimsy 0
This translucent glass can be found in many different colors and is often used by swordsmiths as sharpening stones because of its high durability and fine polish that it leaves on the blade. It is often found underwater or in caves.				
	Origami Crane	Combat 6	Utility 0	Whimsy 10
Obojiman wizards say that due to their focus and intention, origami artists weave subtle energies into the folds and shapes of their creations so that even a simple crane contains a bit of magic. However, the best and most useful cranes are found in sky kite valley.				
	Pink Candle Wax	Combat 2	Utility 2	Whimsy 0
Wax tinted pink is part of the folk magic tradition associated most closely with the villages of the Gift of Shuritashi. According to such traditions, minor prayers or blessings are inscribed in the wax. When a candle made from pink wax is lit, it is believed that the magic is released, increasing the likelihood that the prayer will be fulfilled. The practice remains common in rural communities, while brewers across Obojima seek the wax for their own trade. Pink candle wax is found in most herbalist and wizarding shops.				
	Peeping Willow	Combat 0	Utility 0	Whimsy 1
The peeping willow is known for its peculiar peeper flowers, which bear an unsettling resemblance to eyeballs. Unless dried, the flowers are poisonous to eat. The "eyelid" petals are prized by clothiers as a source of deep red dye.				
	Poison	Combat 9	Utility 8	Whimsy 0
There's nothing like a good old-fashioned poison to spice up a potion.				
	Pungent Sea Foam	Combat 5	Utility 7	Whimsy 5
Collected from the seashore in corrupted areas, this sea foam is toxic to the touch. Only the most skillful of potion makers can use its magic properties without causing harm.				
	Pyramid Melon	Combat 2	Utility 2	Whimsy 2
Some druids claim that the pyramid melon gets its shape from the forces that form the cosmos. and to contemplate the melon will reveal secrets beyond space and time. Most children, however, simply enjoy the tart fruit and make a game of spitting the seeds.				
	Queen's Dilemma	Combat 7	Utility 5	Whimsy 3
Long ago, when the Nakudama ruled the land, it is said that Queen Okumi was tricked by a wicked beast who sought to steal her heart. As they were about to be betrothed, a mushroom spirit sacrificed itself to poison the beast and reveal his true nature. Because of the mushroom's courage, Queen Okumi spread its spores throughout Obojima, and that is why queen's dilemma mushrooms are so plentiful.				

	Raka Paste	Combat 4	Utility 10	Whimsy 0
	Rattle Shoot	Combat 10	Utility 8	Whimsy 7
	Ribbon Rot	Combat 5	Utility 3	Whimsy 9
	Rust Crab	Combat 8	Utility 4	Whimsy 2
	Scalefruit Rind	Combat 4	Utility 2	Whimsy 2
	Seashell	Combat 0	Utility 0	Whimsy 1
	Sea Water	Combat 1	Utility 0	Whimsy 0
	Sheep Dragon Wool	Combat 10	Utility 8	Whimsy 7

	Snap Vine Sap	Combat 0	Utility 2	Whimsy 0
Snap vines are carnivorous plants with a thick central stalk and many thinner grasping, hook-like tendrils that they use to ambush unsuspecting birds and small rodents. The sap is a viscous orange-red fluid.				
	Spindle Leg Spider Webs	Combat 5	Utility 9	Whimsy 6
The silky, strong webs of the spindle leg spiders are woven in thick hammock-like nets under bushes and in dense tall grass. The webs are strong enough to catch small animals which the spindle web spiders wrap and hang in their silken larder. Spindle leg spiders are found in forests, under large bushes, and in areas where the grass grows tall.				
	Spirit Root	Combat 6	Utility 0	Whimsy 9
Spirit root is called such because many Obojimans believe that if you leave it under your pillow at night it will remove any bad spirits—especially those who plague children with nightmares. Some villagers also believe that spirit roots are where dara come from. Spirit root can be found growing out from between rocks in and around mountainous and seemingly desolate areas.				
	Squid Ink	Combat 4	Utility 9	Whimsy 7
Squid ink is highly sought after by calligraphers and fine clothiers as the ink makes for excellent writing ink and a rich, colorful dye for the finest clothes. Some chefs also prize the ink to add some color and a unique flavor to their soups and dishes. Squid ink can be found in the many different kinds of squid that live in the waters surrounding Obojima.				
	Tangle Weed	Combat 8	Utility 8	Whimsy 4
Fisherfolk are at constant war with these plants, which snare fishing lines. It is commonly believed that tangle weed is not natural but is a species bewitched by fish folk to torment land dwellers who come too close to the water. This invasive species can be found clumped together throughout the Shallows.				
	Ube	Combat 2	Utility 6	Whimsy 5
Ube has long been eaten as a staple by Obojimans and there is rarely a festival feast that doesn't feature ube cooked in a variety of ways. Many villages have a shrine with offerings dedicated to the spirit of the ube, usually in the form of a jolly spirit yam. While ube grows wild, there are many farmers who cultivate it to create new, more delicious varieties, especially in the western foothills and lowlands where the climate is just right.				
	Varrow	Combat 0	Utility 1	Whimsy 0
Every Obojiman has fond memories of the scent of varrow on summer days as the plant secretes a fragrant resin to protect its leaves on days when the sun is hot. Many Obojimans use varrow as flavoring in teas or as an incense as its smoke has a distinct and pleasant aroma. Along with its medicinal properties, varrow, fresh or dried, is a good base for any magic potion. Varrow grows almost everywhere on Obojima but is commonly found near the coast.				
	Venus Fly Rat	Combat 9	Utility 2	Whimsy 8
Named after a strange document found in the ancient observatory, the Venus fly rat can draw blood from an unwary beast without any sensation, using its needle-sharp teeth and numbing saliva. Swarms of Venus fly rats have been known to kill livestock, making them the bane of farmers everywhere. Venus fly rats live in caves near the observatory where the first of their kind was found. They echo-locate in the darkness using their ears and sensitive pronged tails.				

	Windbloom	Combat 6	Utility 7	Whimsy 0
<p>These miniature sweet-smelling flowers drift in vast clouds, staying aloft for weeks riding wind currents. It is not uncommon for windbloom clouds to attract various swarms of pollinating insects. Though they are most commonly found in their airborne state in the Gale Fields and the Land of Hot Water, windblooms originate on the slopes of Mount Arbora, clinging to sparse patches of earth.</p>				
	Witch's Broom	Combat 3	Utility 0	Whimsy 5
<p>The thick, straight stalks of witch's broom are perfect for enchanting as they don't warp or shatter when imbued with powerful magic—especially the kind used for flying brooms. But other parts of witch's broom—the leaves and flowers—are used as well for making potions and herbal concoctions. Witch's broom can be found in abundance along roadsides and pathways of Obojima.</p>				
	Witch's Eye Coral	Combat 1	Utility 0	Whimsy 10
<p>This coral is seen as a bad omen by most Obojiman fisher folk. Some say that a new clump of witch's eye coral grows every time a curse is uttered. Witch's eye coral can be found after some underwater searching in most parts of the Shallows.</p>				
	Yugi Sap	Combat 0	Utility 4	Whimsy 2
<p>Though yugi sap is commonly found seeping from trees of every species, it is not a naturally occurring substance. Spirits who retreat into a tree have a transformative effect on it. Leaves might grow in a different shape or color, or a dazzling new fruit might emerge. However, every tree inhabited by a spirit produces yugi sap. This sticky substance is often used as a sweetener. However, some canny craftspeople know the secret to making strong glass-like vessels from it.</p>				
	Yuma Shrub	Combat 5	Utility 8	Whimsy 4
<p>The leaves of the yuma shrub secrete a strong, pleasant-smelling oil that is known to repel biting insects and flies. Most soapmakers use yuma shrub oil in their soaps, and dogs and cats are often seen with a cluster of yuma leaves tied to their collars to keep fleas and ticks away. Once the smell of the yuma shrub is experienced, then they are quite easy to find by their smell alone and they can be found all over the island.</p>				









UNCOMMON INGREDIENTS









Like their common counterparts, uncommon ingredients are found all across Obojima, though their uses outside of potion making are often more eclectic. The average islander is most likely aware of, or can identify a single uncommon ingredient. One such reason islanders are less aware of these more uncommon ingredients is often due to their affiliation with more dangerous locations or creatures.

There are 45 known uncommon ingredients. It's been reported that the Fish Head Coven believes uncommon ingredients are roughly one hundred times easier to locate and procure than a rare ingredient. This would make a rare ingredient five hundred times more difficult to obtain than a common ingredient.


	Black Pearl	Combat 13	Utility 14	Whimsy 15
	Black Cinnamon	Combat 16	Utility 12	Whimsy 11
	Bottle Cap (Supa-Fizz!)	Combat 11	Utility 13	Whimsy 16
	Crackling Jasper	Combat 17	Utility 15	Whimsy 12
	Corrupted Seawater	Combat 17	Utility 11	Whimsy 14
	Corrupted Slime	Combat 16	Utility 14	Whimsy 13
	Hakumon's Ramen Broth	Combat 12	Utility 14	Whimsy 17
	Dawn Petal	Combat 11	Utility 13	Whimsy 17

	Dragon Root	Combat 14	Utility 15	Whimsy 16
	Essence of Ill Omen	Combat 16	Utility 12	Whimsy 11
	Essence of Glumbug	Combat 11	Utility 11	Whimsy 17
	Feather Rock	Combat 13	Utility 17	Whimsy 15
	Fizzing Green	Combat 12	Utility 14	Whimsy 12
	Forge Slag	Combat 15	Utility 14	Whimsy 11
	Gargoyle Powder	Combat 15	Utility 16	Whimsy 13
	Glow Worms of the Vale	Combat 12	Utility 15	Whimsy 14

	Happy Joy Cake	Combat 12	Utility 13	Whimsy 12
	<p>The makers of Happy Joy Cake are a secretive family and it is believed that at least one of them is a spirit, but Obojimans are nevertheless in love with the small, bite-sized treats whose recipe has been handed down for generations. Although Happy Joy Cakes are made only in Yatamon, there are a few trusted traveling merchants who are allowed to distribute them across the island.</p>			
	Kojobi Fruit	Combat 14	Utility 14	Whimsy 14
	<p>Almost every village has a couple of kojobi trees in it but they only fruit every two or three years. When a kojobi tree bears fruit it is a cause for celebration and everyone comes to take part in a Kojobi Festival where the abundant fruit is made into all kinds of dishes and beverages to be enjoyed by all.</p>			
	Laughing Moss	Combat 11	Utility 16	Whimsy 16
	<p>Laughing moss is well-known amongst naturalists and woodcutters, as it's fairly easy to find when you know what you're looking for. To find a patch of this moss is quite simple, as all you need to do is head to the woods and listen for the distinctive sounds of hearty laughter emanating from a campsite in the evening. Along with finding it in the wild, laughing moss is sold in special apothecaries around the island.</p>			
	Living Spud	Combat 14	Utility 12	Whimsy 17
	<p>Every now and then, a spud pops out of the ground and begins a long meandering trek. Obojiman farmers call them "living spuds" and they are objects of curiosity and reverence. Wagons will stop on roads and people in crowded markets will make way to let a living spud trundle through. But whatever it is that animates these wayward potatoes, that magic is desired by potion brewers who will use even the smallest snip of a living spud to power their brews.</p>			
	Lions Blume	Combat 17	Utility 13	Whimsy 16
	<p>This carnivorous flower is characterized by a maw at the center of its array of honey-colored petals. Beekeepers consider the flower an invasive weed that devours bee populations. Lions blume grows in patches known as prides on the high moors of the Coastal Highlands. Each pride has its own lineage which tries to choke out other prides growing nearby. Brewers seek out lions blume because of the flower's milky sap as well as its "teeth."</p>			
	Magic Monk's Rice Wine	Combat 16	Utility 12	Whimsy 15
	<p>Magic Monk's Rice Wine is a delicious and refreshing high-end spirit. Many who imbibe it say it stimulates the intellect and afterward their dreams are far more vivid. On each of the solstices, a delivery of Magic Monk's Rice Wine is handled by teams of spirits who mysteriously appear and distribute it to the taverns and temples of Obojima. Magic Monk's Rice Wine is brewed and distilled in some unknown location within the spirit realm.</p>			
	Molted Lizard Skin	Combat 15	Utility 12	Whimsy 12
	<p>For maximum results, try to find a whole skin that has been thoroughly dried by the sun. The crispier the better.</p>			
	Mountain Snail	Combat 14	Utility 15	Whimsy 12
	<p>As a potion ingredient, the mountain snail's value is in its shell, which when pulverized into a powder, is used in magics associated with protection. However, it's a perilous pursuit cultivating mountain snails, for they tend to live in the lairs of dangerous predators who live in mountain caves. There, the snails feed off meat scraps left behind. The snails avoid detection by masquerading as stones, though they are drawn to music.</p>			

	Mournshade Mournshade is used by healers across the island for what they believe is the plant's ability to absorb painful emotions. Although it is rare to find in the wild, there always seems to be someone in the village who has a sachet full of mournshade just in case. Mournshade is found in bogs and swampy wetlands where it faintly glows on moonless nights.	Combat 13	Utility 14	Whimsy 13
	Munchanka Root The root of the deadly munchanka plant must be handled and processed with skill and care, for it is said that those who have eaten the wrong parts of this plant have been driven mad. Munchanka root can be found in dry, arid regions.	Combat 17	Utility 11	Whimsy 11
	Nakudama Spice With its distinct earthy flavor, this spice was once part of a culinary fad among Nakudama. It has since fallen out of fashion, but the name remains. The spice comes from the zelk bean, which grows from a species of pond lily. These beans are harvested, fermented, and then dried before being ground into a purple powder. A few Nakudama farmers continue to make it, but because the process of producing Nakudama spice is time-consuming and labor-intensive, it isn't cheap.	Combat 12	Utility 15	Whimsy 14
	Night Thistle It is said that the night thistle came with the Corruption and only grows on the graves of restless spirits. It blooms only on the darkest night of the new moon, putting forth an eerily skeletal, bioluminescent flower that attracts nocturnal pollinators. Night thistles are only found near and within corrupted regions making it dangerous to collect.	Combat 14	Utility 17	Whimsy 16
	Noodle Eel Every now and then, a ramen chef finds a gorged noodle eel sleepily coiled in an empty bowl of theirs. All ramen chefs see them as pests as apparently noodle eels have a rather refined palate and don't come to just any bowl of broth, seeking only to slurp down the finest ramen—a major irritant to serious chefs. This makes catching one difficult as it requires good ramen and no self-respecting chef will sacrifice their work for bait.	Combat 13	Utility 12	Whimsy 16
	Opu Opu Spring Water The sacred water from the Opu Opu Spring has always been famous for its healing properties. Villagers would come from all around and make the long trek up into the mountains to collect the spring water, but recently a large troll has moved into the area and the villagers have been too afraid to travel there. Because of this, supplies of the spring water are now at an all-time low.	Combat 11	Utility 16	Whimsy 14
	Pok Pok Flakes For those potion makers who have a culinary flair, using dried flakes from the pok pok fish is a way to give a savory and sorcerous kick to any brew. Pok pok fish are notoriously hard to catch, but there are a few fisherfolk on the island who know all the tricks of the trade. They usually sell their wares direct to potion makers or market shops that specialize in potion ingredients and spell components.	Combat 13	Utility 14	Whimsy 13
	Petrified Alligator Bards speak of the mad druid Fennistrix, who had a penchant for petrification along with a bizarre alligator obsession that resulted in almost all of the alligators on Obojima being petrified and displayed. Legend says that when Fennistrix's taxidermy hut exploded, petrified alligator parts scattered all over the island. It's rare nowadays to find a foot or a head, let alone an entire alligator, but even a small amount of it ground up releases some of Fennistrix's potent magic.	Combat 15	Utility 16	Whimsy 13

	Rubble from a Rubble Golem	Combat 16	Utility 11	Whimsy 15
<p>When the animus of a rubble golem falls silent, some amount of magic continues to radiate from the chunks of debris that its body was formed from. At night, occasional motes of white light shoot off from these broken bits. Brewers seek this material for its inherent magical quality, which they can use for various purposes.</p>				
	Shadowroot	Combat 15	Utility 13	Whimsy 12
<p>This small, knobby root only grows where its black leaves are left in perpetual shadow. Once harvested, the root must be wrapped or sealed away from light or it will rapidly wither and rot.</p>				
	Scumweed	Combat 11	Utility 12	Whimsy 11
<p>Whether it was brought by the Corruption or a local plant was mutated by it, scumweed has appeared on the corrupted coastlines of Obojima and is creeping further inland along sloughs and marshes that are affected by the encroaching Corruption. Scumweed is slimy and thick. Dried scumweed can even make hardy armor in a pinch and more than a few monsters and witches have been known to use it for precisely that purpose.</p>				
	Sleeping Merchant	Combat 13	Utility 13	Whimsy 13
<p>Known for its naturally soporific effects, the sleeping merchant got its name through its use by traveling traders who traditionally drink its dried blossoms as a tea after a busy day of hocking their wares. This water lily can be identified by the nodding white blossom under a leafy umbrella. The sleeping merchant only grows in certain ponds and lakes which has made attempts to grow sleeping merchant plants in other bodies of water impossible. Thus, the demand for this plant is high among the tea vendors of Obojima.</p>				
	Spark Plug	Combat 11	Utility 17	Whimsy 11
<p>Spark plugs are used by potion makers to add in a small charge of magic, just enough to be a catalyst for a specific reaction. Most Obojimans still have no idea what these strange items are, let alone where they come from but the rangers and rogues who do keep the information to themselves.</p>				
	Spirit Tea	Combat 11	Utility 11	Whimsy 17
<p>There are many fine teas to be tried all over Obojima, but only a few are legendary. One such tea is made by the master tea blender, Chisuay. It is said that Chisuay leaves his body and brews this tea in the Spirit Realm, then, through powerful magic, he brings this delicate spiritual brew back into the Material Plane. Spirit tea can only be found at Chisuay's teahouse.</p>				
	Spring	Combat 14	Utility 17	Whimsy 15
<p>Springs come in various sizes from different machines. Because of their spiral shape and ferrous material, they are prized by magic users to channel energies into spells and potions. Merchants who deal in arcana are always looking for springs found within the ruins of those who came before.</p>				
	Sun Shroom	Combat 13	Utility 16	Whimsy 14
<p>Discovered by the wizard known as Karoglin the Sleepless, the sun shroom allows those who consume it to stay awake for long periods of time. Overuse can lead to extended bouts of uncontrollable laughter and eventually deep restless sleep. Sun shroom has a briny taste and is most commonly consumed by mixing it in tea. Sun shrooms tend to grow near the roots of trees in the Wandering Forest, a fact that has led some to speculate that energizing mushrooms are what keep the trees on the move.</p>				

	Toka Truffle <p>Toka truffles are the goal of every truffle hunter as their pungency and deliciousness are renowned. But it was only recently that potion makers discovered the magic properties of the truffle, making competition to find these valuable delicacies even more heated. Toka truffles are found underground near oak trees. Apart from magic spells or items, prized truffle hunting hogs are the best way to find these hidden treasures.</p>	Combat 15	Utility 12	Whimsy 14
	Vinyl Record <p>These black disks are covered in a continuous spiral that moves to the center of the disk—believed to be an ancient and lost way of recording knowledge. Some sages know how to unlock the messages within the grooves, while many Obojiman potion makers grind or melt these “records” to release the magic they contain. These objects are found in caches where they are often stacked like plates in a restaurant. But discoveries are few and far between, and merchants are sure to drive a hard bargain.</p>	Combat 15	Utility 15	Whimsy 15
	Wolfenite <p>Wolfenite is found high in the mountains in cracks and crevices between the granite boulders. For those who are more intrepid and willing to take the risk, sneaking into a howler den is another way to find a cache of this rare mineral as they are for some reason drawn to this rare mineral.</p>	Combat 11	Utility 17	Whimsy 11
	Wychwood <p>The twisted, spined branches of a wychwood tree are well known by wizards and those who practice magic involving spirits. Many warlocks and druids use wychwood wands for their spellcasting. It is said that wychwood trees only grow in a few groves where spirits are plentiful, places where magic flows from the ground, and where the light of the full moon can touch their branches.</p>	Combat 14	Utility 13	Whimsy 15
	Yellow Slime <p>Only those with iron constitutions or equipped with the right protective gear can withstand the nausea often brought on by the slime’s ripe, vinegary stench. Brewers have spent generations learning how to neutralize the unpleasant smell because yellow slime also possesses the ability to metabolize many venoms and poisons. The substance yellow slime is cultivated from larger, living omnivorous monsters of the same name.</p>	Combat 17	Utility 11	Whimsy 11

RARE INGREDIENTS

Rare ingredients are unlike common and uncommon ingredient in many ways. The average islander has most likely never heard of a rare ingredient, and if they have it’s unlikely they’re aware of the fact that it can be used in potion crafting. When using a rare ingredient, you’re often utilizing a resource with limited or no capabilities of replenishing itself, making it even harder for the next potion brewer in need of said ingredient.

There are 21 known rare ingredients, each of which are unlisted in any recorded witch almanac. In order to find a rare ingredient, potion brewers are often required to chase down rumors or offer up heavy trades to get an idea of a rare ingredient’s location.



Blossom of Spirit Vine

Combat
18

Utility
18

Whimsy
19

There are three cryptic alchemical tomes on Obojima that speak of the arcane energies of spirit vine and its uses. Only the most expert potion makers understand how to work with this plant, and of those, only a few can fully release its power. Spirit vine only grows in the Spirit Realm, where it is abundant. However, what makes this plant unique is the blossom. At any given moment, there is only one blossom in existence. When it wilts or is harvested, another one will form on another vine in a random location.



Bottled Lightning

Combat
20

Utility
20

Whimsy
18

Few wizards attempt such a feat and even fewer succeed at bottling lightning. The method, magic, and equipment used in achieving bottled lightning are all closely guarded secrets. For those wishing to get some of this crackling power, be warned that wizards charge a hefty fee for even the smallest bottle. Wizards who bottle lightning can be found, usually by hearing stories of their mountaintop towers or their mad wandering into lightning storms.



Bubble Gum

Combat
18

Utility
19

Whimsy
20

Though its flavors are many, all bubble gum is rare. It is most commonly found stuck to walls or floors in ruined buildings or stuck to the bottoms of shoes. Rarer still is bubble gum found un-chewed and still in its foil wrapper. The chew-it-but-don't-swallow-it nature of bubble gum is confounding to many on the island, and academics on the island refer to the delightful substance as "masticant."



Coal From The Wandering Line

Combat
19

Utility
19

Whimsy
20

As the Wandering Line trundles across the island, the occasional bit of coal that feeds its boiler bounces out, landing by the side of the track. These fist-sized chunks resemble mundane coal in most respects, but they have bright blue iridescent flecks in them and they vibrate sporadically. As there are no longer coal mines on Obojima, the origin of this coal remains a mystery.



Crimson Octopus Ink

Combat
19

Utility
18

Whimsy
19

Artisans and scribes who use ink from the rare crimson octopus profess it makes the highest quality ink and dye on the island. But potion makers have found arcane uses for the ink as well, and sometimes there are heated arguments about who deserves to use the extremely rare and prized ink more. There are only three known crimson octopuses in the Shallows and the Lionfish King feverishly guards one of them. To make matters even more difficult for would-be poachers or ink harvesters, crimson octopuses are intelligent, wary masters of camouflage who rarely come out during the day.









Dragon Fang of Yutro







Combat
20

Utility
18

Whimsy
19

In a bygone age, the dragon Yutro tormented Obojima from its lair on Mount Arbora. It threatened to eat every last living creature on the island unless each family sent one member as a sacrifice. Ineh, a young Nakudama metalsmith, was sent to represent her family. But she brought with her a hammer, for she had no intention of being eaten. A battle ensued. Aided by many spirits, Ineh smashed the fangs from Yutro's maw, scattering them to the far corners of the island. Fangless, Yutro surrendered to Ineh and retreated into the mountain. To this day, however, Yutro's fangs can be found in random places on Obojima, often embedded in the earth, in trees, or even in stone.

	Fairy Willow	Combat 18	Utility 18	Whimsy 20
<p>The fairy willow grows in the Spirit Realm but it appears in the physical world when it is time to bloom their soft catkins in early spring. There is a botanical society on Obojima that tries to predict every year where the fairy willow will bloom, and they haven't yet chosen the same place twice in a row.</p>				
	Giant Koi Fish Scale	Combat 18	Utility 20	Whimsy 18
<p>The giant flying koi lazily drift among the clouds where the sun reflects on their glistening scales. Every now and then, one of these scales flakes off and floats down to the ground, sometimes landing on a rooftop which is almost always seen as a good omen and cause for celebration. There are many temples and shrines that have giant koi scales as venerated objects, and some have scenes painted on them by master artisans.</p>				
	Golden Root	Combat 18	Utility 18	Whimsy 18
<p>There are only a few ancient trees with roots that stretch into the deepest depths of the heart of Obojima. These roots absorb the harmonious energy of the natural world, which turns them into gold. Gathering them requires a respectful and cooperative relationship with the forest spirits that guard these ancient trees. Only then will they offer a golden root to a worthy potion maker.</p>				
	Hand of Eryo	Combat 18	Utility 18	Whimsy 19
<p>These extremely rare mushrooms are the most desired of all the edible mushrooms on Obojima. They tend to grow in the uppermost branches, where they appear to be grasping at the sky. Forest spirits who locate one of these mushrooms will descend on it with ravenous frenzy, so foragers who hope to harvest some of their own might find stiff competition.</p>				
	Irimbi Chrysalis	Combat 19	Utility 20	Whimsy 18
<p>Every ten years, deep in the forests of Obojima, the rare irimbi caterpillar climbs to the highest branches to make a jade-green chrysalis in which it transforms into an irimbi butterfly. The chrysalis feels like delicate rice paper to the touch, and finding one intact is almost impossible due to tree mites, which tend to make quick work of their favorite meal.</p>				
	Lionfish Poison	Combat 20	Utility 0	Whimsy 0
<p>Only the Lionfish King or one of his royal line is capable of producing this potent poison, and to procure even a tiny bit of it is a treasure indeed. Many who have tried to steal such a prize have wound up shark food or washed up on shore—poisoned by the very substance they sought to steal.</p>				

	Nokumai's Frozen Breath <p>High up beyond the snowline is a stark realm where many magical beings reside. One of them is the legendary snow dragon, Nokumai, whose icy breath is desired by all who deal in things of an arcane nature. It's rumored that Nokumai's Frozen Breath never thaws, and the great dragon only breathes once every thousand years, although no one living has actually seen Nokumai and the dragon may be long gone.</p>	Combat 0	Utility 0	Whimsy 20
	Orange Slime <p>Use with caution. Handle with care. You have been warned. Orange slime is highly combustible, even in small globules. It is also quite volatile. With the slightest agitation, the sticky, gelatinous substance can reduce stone and concrete to rubble. Most towns and villages prohibit orange slime, and its discovery is often met with panic. If orange slime is discovered, there's usually a designated mage nearby who can be summoned to contain or dispose of it. The substance orange slime is cultivated from larger, living omnivorous monsters of the same name. It is exceedingly rare, as orange slime monsters appear only in a handful of caverns near the peak of Mount Arbora.</p>	Combat 20	Utility 20	Whimsy 20
	Ota Lantern Oil <p>A lamp lit with Ota Lantern Oil can give one glimpses of the Spirit Realm. The oil is a special blend known only to members of the insular Ota Clan, but some of its ingredients are said to be sourced from the Spirit Realm itself. The Ota Clan sells only very small batches of their lantern oil at exorbitant prices from their village shop, but they have been known to trade for other rare and unique items.</p>	Combat 0	Utility 20	Whimsy 0
	Plumage of a Running Kirio <p>The Running Kirio is a rare bird of paradise with brilliant red plumage that appears only when an elder spirit is nearby. For the extremely lucky forager, the running kirio bird may shed a tail feather with all its vigorous sprinting and hopping when heralding the manifestation of an elder spirit, but many of those tail feathers are collected by the druids who, after a sighting of an elder spirit, are sure to scour the area for this most exotic of prizes.</p>	Combat 18	Utility 18	Whimsy 19
	Ronin Neko Figurine <p>This artifact depicts a limited edition figurine of Ronin Neko, a heroic cat who fought against monsters and defended the innocent. Only a few of these figurines have ever been found, but there are a few Obojiman historians who have unearthed illustrated tomes depicting the story of Ronin Neko and his brave exploits.</p>	Combat 0	Utility 19	Whimsy 18
	Sage Arol's Beetle <p>These beetles were made famous by the legendary sage, Arol, for his use of their mandibles as quills for his pen. But potion makers began to use the beetles for potion crafting when a witch from the Fish Head Coven began to see the rare bug in her dreams. Sage Arol's Beetles live deep underground, fleeing even the dimmest light. On rare occasions, they come to the surface, though the reason remains a mystery.</p>	Combat 18	Utility 20	Whimsy 0

	Starstone	Combat 18	Utility 0	Whimsy 19
	Tears of the Moon	Combat 18	Utility 18	Whimsy 18
	Wufu Whisky	Combat 19	Utility 19	Whimsy 19

POTIONS

Below you will find a comprehensive list of the potions made available through crafting. The potions are organized in order of rarity and separated by type (Combat, Utility, & Whimsy). Each potion has a number associated with it, which is used to determine which potion has been brewed during the potion-brewing process.

There are 180 unique potions in total (60 of each type).



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3



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2



4



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COMBAT POTIONS

COMMON

1 RABBIT'S SPEED

Within seconds of downing this potion, you feel a distinct lightness and spring in your step. For the next 10 minutes, your walking speed increases by 5 feet.

2 WEAPON MASTER'S ELIXIR

When you drink this potion, you gain a sense of clarity and focus, and the swing of a certain weapon becomes second nature to you. For the next 24 hours, you gain proficiency with a melee weapon of your choice.

3 SPIRIT OF SALYRI

This potion is said to contain the spirit of Salyri, a great Obojiman warrior known for her fighting prowess. Anyone who drinks this potion gains a certain understanding of how to effectively wear armor in combat. For the next 24 hours, you gain proficiency with one type of armor of your choice.

4 BEAST HIDE

Drinking this potion thickens your skin and grows patches of fur all around your body. Frost that would normally freeze your skin instead melts on contact. For 1 minute, you have resistance to cold damage.

5 SPIRIT ARMOR

When poured on a creature that isn't wearing armor, this potion covers the target with a magical force. For the next hour, the target has an AC of 15 while it isn't wearing armor. This effect ends if the target dons armor.

6 DISPLACEMENT FIELD

Drinking this silvery, glittering potion causes you to shimmer and flicker, making you appear to be standing next to your actual location. Until the start of your next turn, all attacks against you are made with disadvantage.



7 SHEPHERD'S BANE

It is said that this potion was first brewed in the Gale Fields by a young shepherd looking to protect their flock. The irony was not lost on them when they drank the potion and took on wolflike features. When you drink this potion, you grow claws which last for 1 hour. For the duration, your unarmed strikes using your claws deal slashing damage equal to 1d6 plus your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

8 BOTTLED BOMB

When thrown at a point that you can see within 60 feet of you, this volatile liquid explodes. Each creature within 5 feet of the explosion must make a DC 14 Dexterity saving throw, taking 1d8 force damage on a failed save, or half as much damage on a successful one.

9 WONDER JUICE

When you drink this multicolored potion, you instantly feel magical. For 1 minute, everything you are wearing or carrying is considered magical, allowing weapons you wield to overcome resistance and immunity to nonmagical attacks and damage.

10 CANDLECAP

After imbibing this potion, you gain lively flaming locks, which last for 1 hour and shed bright light in a 20-foot radius and dim light for an additional 20 feet. Once on each of your turns for the duration, you can cause an unarmed strike made with your head to deal an extra 1d4 fire damage. Additionally, you can take an action to cause the flame on your head to flare up and burst outward, dealing 2d4 fire damage to all other creatures within 5 feet of you; using this ability causes the effects of this potion to end early.

11 EAGLE'S VISION

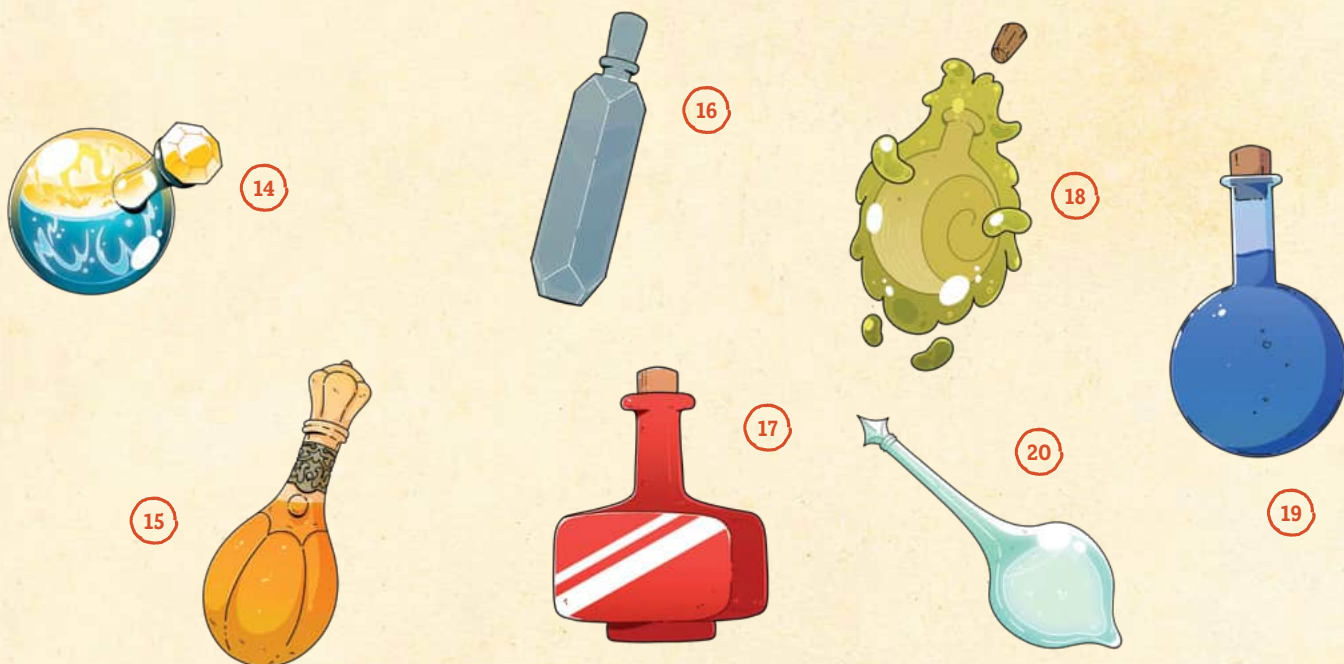
When you drink this potion, your eyes grow slightly larger and turn the golden color of an eagle. For the next minute, attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.

12 PARANOIA

When you drink this potion, you gain heightened senses along with the sneaking suspicion that you are being stalked. For the next 8 hours, you can't be surprised.

13 BOTTLED TORCH

When uncorked, this potion spews a hot yellow flame from its bottle for 1 minute, which resembles the shape of a blade. For the duration, you can make a melee weapon attack with the fiery blade as if it were an improvised weapon. On a hit, the target takes 2d4 fire damage. The blade disappears early if it is submerged in water.



14 STATIC SHOCK

This potion makes you feel tingly as it charges you up with static electricity. Immediately after a creature touches you or hits you with a melee attack made with a metal weapon in the next 24 hours, you can use your reaction to send a charge of static electricity back at that creature, dealing 1d10 lightning damage to it. Once you do so, the effects of this potion end.

15 INCOMING!

Upon drinking this potion, you become hyper-aware of threats from afar and your reflexes snap into action, empowering you to slip out of harm's way or knock missiles aside. For 1 minute, you gain a +2 bonus to AC against ranged attacks.

16 LIGHTNING BREATH

For 24 hours after drinking this shimmering gold liquid, your voice gains a crackling quality to it and your breath sparks and sputters. For the duration, you can use a bonus action to exhale an arc of lightning at a creature you can see within 30 feet of you. The target must make a DC 12 Dexterity saving throw, taking 1d10 lightning damage on a failed save, or half as much damage on a successful one. Once you exhale this lightning, the effects of this potion end.

17 HEROISM

When you drink this glowing red elixir, you gain advantage on the next attack roll you make within the next 24 hours.

18 SLUGSKIN

Drinking this potion makes your skin thick, slippery, and rubbery. Spears and sharp objects that would normally pierce your skin have a hard time getting through this tough texture. For the next minute, you have resistance to piercing damage. While the potion is active, you can choose to exude a slime trail as part of your movement.

19 THUNDERBELCH

Upon ingesting this fiercely fizzing potion, roll a d4 to determine the number of rounds before you let forth a thunderous belch of epic proportions. On your turn that round, you must use your action to release the belch. Each creature other than you within 10 feet of you must make a DC 14 Constitution saving throw. On a failed save, a creature takes 3d8 thunder damage and is deafened until the end of your next turn. On a successful save, the creature takes half as much damage and isn't deafened.

20 SEEKING SMOKE

When thrown at a creature that you can see within 30 feet of you, this shimmering liquid explodes, releasing a billowing cloud of smoke. The targeted creature must succeed on a DC 12 Dexterity saving throw, or be coated in a cloak of smoke for 1 minute. A creature coated in smoke has disadvantage on Dexterity (stealth) checks made to hide.



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21 DANCING JUICE

You can coat one melee weapon with this potion. When you hit a creature with the coated weapon in the next hour, you can force it to make a DC 12 Constitution saving throw. On a failed save, the weapon is no longer coated in the potion, and the target begins to convulse in a manner that could be mistaken for an awkward, clumsy series of dance steps. The target's speed is reduced to 0 until the end of its next turn, after which the convulsing ends.

22 PRICKLESKIN

Drinking this potion causes spines to emerge all over your body. These spines lay flat but can be controlled by you to stand on end. When you successfully grapple a creature and as a bonus action while it remains grappled, you can deal 1d4 piercing damage to the target. The effects of this potion last for 1 minute.

23 TINY BUBBLES

Drinking this pink, bitter-tasting potion, causes hundreds of small, iridescent bubbles to emerge from your nose and mouth and fill a 20-foot cube that you can see within 30 feet of you. If the bubbles are left untouched, they float in place, remaining there for 1 hour. When a creature enters a space occupied by the bubbles for the first time on a turn, it must make a DC 13 Dexterity saving throw. On a failed save, a cacophony of popping erupts as the bubbles burst, dealing 1d6 thunder damage to all creatures inside the cube. The sound of the bubbles popping can be heard from a mile away.

24 CLAWS OF THE CRAB KING

Your hands turn into a handsome set of powerful crab claws. For 1 minute, your unarmed strikes using the claws deal double damage to objects and structures, and you make grapple checks using them with advantage. The claws can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell.

25 RUBBERSKIN

When you drink this blue goo, your skin turns into a thick gray rubber. For 1 hour, you have resistance to lightning damage.

26 KEENING VOICE

When you open this potion, a keening wail comes out of the bottle. When imbibed, this potion gives the drinker's vocal cords a magic resonance. As a bonus action, you can make a ranged attack against a creature within 60 feet of you, using your Charisma (Performance) bonus for the attack bonus. The target is unaffected if can't hear you. On a hit, the target takes 1d6 thunder damage. The effect of this potion lasts for 1 hour.

27 KINETIC POP

When poured over a nonmagical weapon, this potion fills the mundane item with kinetic energy, causing it to vibrate with anticipation. The next time you hit a creature with the weapon, the energy explodes, doubling the damage rolled by the weapon's damage dice. The effects of this potion end after 1 hour or once the energy explodes.



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28 HEALING GAS

When thrown at a point that you can see within 60 feet of you, this volatile liquid explodes, releasing a crimson ball of gas. Each creature within 5 feet of the explosion regains a number of hit points equal to $1d4 + 1$.

29 CINDERSKIN

When you drink this bubbling, black potion, your skin becomes encrusted with charcoal. For 1 hour, you have resistance to fire damage.

30 IRON MIND

After imbibing this elixir, your eyes glow with a silvery-blue hue. For 1 hour, you gain advantage on saving throws against being charmed and resistance to psychic damage.

COMBAT POTIONS

UNCOMMON

31 GARGOYLE HOOCH

This gray liquid tastes like mud and makes your tongue numb. Within seconds of swallowing the potion, your skin turns to living stone. For the next hour, you gain a +2 bonus to AC, and your walking speed is reduced by 5 feet.

32 ELIXIR OF JIPAMPA

When you drink this potion, you can feel your nervous system gain a boost of furtive energy from the rabbit spirit, Jipampa. Your pupils dilate and your reflexes become enhanced. For the next 24 hours you gain a +5 bonus to initiative rolls. Additionally, if a trigger would allow you to take a reaction, but you have already used your reaction this round, you can choose to take a second reaction; using this ability causes the effects of this potion to end early.



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33 CATSPEED

When you drink this potion, you are overwhelmed by a warm lethargic feeling that rests like a blanket over an intense burst of energy you feel swirling inside of you. Once within the next 24 hours when you take the Attack action, you can make two additional attacks as part of that action. Once you do so, the effects of this potion end. While the potion is active, you gain the ability to purr like a cat.

34 DURABILITY

When you drink this potion, your skin becomes as tough as thick leather that, for a short time, repairs itself. For 1 minute, you gain 10 temporary hit points at the start of each of your turns.

35 FIRE SHIELD

This potion burns like a hot tamale when you drink it and fills you with fiery strength. The next time you would take fire damage, you take no damage and instead regain a number of hit points equal to half the damage you would have taken. The effects of this potion last for 24 hours or until you regain hit points in this way.

36 TUNNEL VISION

Drinking this potion causes you to hyperfixate on your strikes but potentially opens you to counterattacks. The effects of this potion last for 1 minute. For the duration, the first time you hit a target with a weapon attack on each of your turns, it deals an extra 1d12 damage of the same type. Until the potion's effects end, you also take a -2 penalty to AC.

37 RATATAM'S GLOWSKIN ELIXIR

When you drink this potion, your skin begins to shed dim light in a 10-foot radius around you. As a bonus action, you can choose to intensify this light—shedding bright light in a 10-foot radius, and dim light for an additional 10 feet—or diminish the intensity again. Additionally, you can take an action to produce a flare of blinding light around you. Each creature within 30 feet of you that can see must succeed on a DC 16 Constitution saving throw or become blinded for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The effects of this potion last for 8 hours or until you use the flare.

38 DON'T HIT ME JUICE

When thrown at a creature you can see within 30 feet of you, this bright pink elixir breaks, covering the creature in juice. The target must succeed on a DC 16 Wisdom saving throw or be pacified for 1 minute. A pacified creature can't attack, cast a spell that affects an enemy, or deal damage to another creature. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



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39 INVULNERABILITY

When you open this potion, it bursts forth with a symphonic fanfare. Until the start of your next turn, you are immune to all damage. On your next turn, you can't move or take actions, as a wave of lethargy sweeps over you.

40 BOTTLED BIND

When thrown at a creature you can see within 30 feet of you, this thick mudlike potion breaks, covering the creature in tacky glue. The target must succeed on a DC 15 Strength saving throw or become restrained for 1 minute. The restrained target can use its action to make a DC 15 Strength check. On a success, the target is no longer restrained.

41 RESPIRATORY DISTRESS

This potion reacts instantly with air, rapidly expanding into a 15-foot-radius cloud of irritating gas when exposed. You can throw it at a point you can see within 60 feet of you, causing it to break open and release the cloud there. Each creature within the cloud when it appears must make a DC 15 Constitution saving throw. On a failed save, a creature spends its reaction coughing and snorting and its concentration is broken if it was concentrating.

42 PUMPKIN PATCH GUARD

When consumed, this warming harvest beverage transforms your head into a Jack-O'-Lantern. From your newly formed eyes you cast a cone of glowing light, which causes creatures in a 15-foot cone to be under the effects of the **Faerie Fire*** spell. At the start of each of your turns while the effects last, you decide which way the cone faces and whether the cone is active. The effect of the potions lasts for 1 minute.

43 SHEEP DRAGON BREW

One swig of this hearty potion will see you growing a thick coat of sheep dragon wool all around your body. Besides keeping you warm, it aids your survival and protects you from the cold. For the duration your AC increases by 1, and you gain resistance to cold damage. The effects of the potion last for 1 hour.

44 ENHANCED STATIC SHOCK

This potion makes you feel tingly as it charges you up with static electricity. Immediately after a creature touches you or hits you with a melee attack made with a metal weapon in the next 24 hours, you can use your reaction to send a charge of static electricity back at that creature, dealing 3d10 lightning damage to it. Once you do so, the effects of this potion end.



45 ENHANCED LIGHTNING BREATH

For 24 hours after drinking this shimmering gold liquid, your voice gains a crackling quality to it and your breath sparks and sputters. For the duration, you can use a bonus action to exhale an arc of lightning at a creature you can see within 30 feet of you. The target must make a DC 16 Dexterity saving throw, taking 3d10 lightning damage on a failed save, or half as much damage on a successful one. Once you exhale this lightning, the effects of this potion end.

46 ENHANCED BOTTLED BOMB

When thrown at a point that you can see within 60 feet of you, this volatile liquid explodes. Each creature within 5 feet of the explosion must make a DC 16 Dexterity saving throw, taking 3d8 force damage on a failed save, or half as much damage on a successful one.

47 WRATHFUL SPIRIT

When consumed, you feel the essence of a long-dead spirit overwhelm you. You feel on edge and have an undertone of rage that boils below the surface. Roll 2d8. For the duration, whenever you cast a spell, you can cause one target that took damage from it to take extra force damage equal to the number rolled. The effects of this potion last for 1 minute.

48 RAPID WITHDRAWAL

When you drink this potion, motes of pink light erupt from your body and orbit around you. For 1 minute, whenever you take damage from a hostile creature, you can use your reaction to teleport up to 15 feet to an unoccupied space you can see.

49 LIFE-STEAL

This dangerous and disliked potion transforms when used. As an action, you can uncork the potion and point it toward a creature within 10 feet of you. The target takes 3d6 necrotic damage, and the potion transforms into a healing elixir. A creature that consumes this elixir regains a number of hit points equal to the necrotic damage dealt.

50 DEMONSKIN

Uncorking this potion, you are immediately assaulted with a powerfully pungent, acrid odor. Once you drink it, your skin takes on a glowing burgundy hue and your eyes turn a sickly crimson. For 1 minute, you gain a +2 bonus to AC and resistance to cold, fire, and lightning damage, as well as bludgeoning, piercing, and slashing damage from nonmagical attacks. Until the potion's effects end, your creature type changes to Demon (Fiend).



COMBAT POTIONS

RARE

51 WITHERED WILL

After drinking this light and dewy potion, you gain the ability to breathe a cloud of withering vapor. For the next minute, you can use a bonus action to exhale a cloud in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw. On a failed save, a creature's speed is halved, it can't take reactions, and it has disadvantage on attack rolls until the start of your next turn. At the start of your next turn, roll a d6. You regain the use of this ability on a roll of 4–6.

52 ASTOUNDING VIGOR

When you drink this hearty potion, you feel the strongest and healthiest you've ever felt. For the duration, you gain a number of temporary hit points equal to your hit point maximum. The effects of this potion last for 24 hours or until these temporary hit points are lost.

53 MANY HANDS

When you drink this potion you can call upon an ancient and devious spirit known as Many Hands. When you do, a host of long, spindly, spectral arms reach out from your body. Anyone who can see you when the hands first emerge must succeed on a DC 19 Wisdom saving throw or be frightened until the start of your next turn; creatures that are friendly to you have advantage on this save. Additionally, the arms lash out from you, clawing at all other creatures within 20 feet of you. Each creature in that area must make a DC 19 Constitution saving throw. On a failed save, a target takes 10d6 necrotic damage and can't regain hit points until the start of your next turn. On a successful save, the creature takes half as much damage, but suffers no other effect.

54 EPIC BOTTLED BOMB

When thrown at a point that you can see within 60 feet of you, this volatile liquid explodes. Each creature within 30 feet of the explosion must make a DC 19 Dexterity saving throw, taking 20d6 force damage on a failed save, or half as much damage on a successful one.



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55 ESSENCE OF GREAT RIVERS

This crystal clear potion captures the essence of the four great river spirits *Mu*, *Go*, *Yon*, and *Din*. For the next 24 hours, you can call on their strength to aid you. If you fail a saving throw, you can choose to succeed instead. You can do so three times before the magic of the potion fades.

56 CARLA CACKLETOOTH'S CORRUPTION COCKTAIL

This potion was invented by none other than the legendary *Carla Cackletooth*, a witch of considerable potion making prowess. When poured out, it summons 10 corrupted muks, which are at your beck and call and under your control until destroyed.

57 HUNTER'S SPEED

When this amber potion is consumed, you gain the attributes of the Hunter, one of the great beasts of Obojima. Roll a d4. For the duration, you gain a flying speed of 90 feet, and whenever you take the Attack action, you can make an additional number of attacks equal to 1 + the number rolled on the d4. The effects of this potion last for 1 minute.

58 HERO'S BLADE

When poured over a weapon, this heroic elixir stains it blue and causes it to shimmer as if it were a gemstone reflecting light. For the next minute, the weapon gains a +3 bonus to attack and damage rolls. Until this effect ends, creatures hit by this weapon don't benefit from any damage immunities or resistances they have, if any, for 1 minute.

59 SEVERED REACTION

Consuming this foggy brew gives you a headache you can never quite alleviate. While under the effects of this potion, you can take two reactions each round instead of one. Each time you take a second reaction, you lose a number of hit points equal to half your level. This potion's effect is **permanent**, and it doesn't count against the number of potions you can have affecting you at once.

60 DRAGON FROG TRANSMUTATION

After guzzling down this froggy potion, you turn into an Ancient Dragon Frog, as if by the true **polymorph*** spell. This transformation lasts for 1 minute, or 10 minutes if a Dragon Fang of Yutro was used when brewing this potion.



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UTILITY POTIONS

COMMON

1 SENSORIUS MAXIMUS

This effervescent green potion tastes like an old sock. When imbibed, it heightens all the senses with an expansive, almost euphoric feeling. For the next hour, you gain a +3 bonus to Wisdom (Perception) checks.

2 FLIP AND SKIP

This blue potion sparkles and fizzes when opened and makes your tongue tingle when imbibed. For the next hour, you gain a +3 bonus to Dexterity (Acrobatics) checks.

3 BRUTE BREW

Drinking this brownish broth fills your sinews with ogreish power. For the next hour, you gain a +3 bonus to Strength (Athletics) checks.

4 ANIMAL AFFINITY

This potion has a violet color and smells like a spring meadow. When you drink it, you become very calm and are able to sense the subtle cues from all kinds of animals. For the next hour, you gain a +3 bonus to Wisdom (Animal Handling) checks.

5 DETECTIVE'S TONIC

This subtle bourbon-flavored potion burns when consumed. For the next hour, you gain a +3 bonus to Intelligence (Investigation) checks.

6 CAVE DIVER

When poured on your hands and feet, they temporarily become stained with a deep indigo color. For the next 10 minutes, you gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also gain a climbing speed equal to your walking speed.



7 PERFECT MEMORY

For 1 hour after drinking this potion, everything you see and hear is recorded perfectly in your memory. You can recall these memories up to 24 hours later. After that, all the memories begin to fade with only the most memorable parts remaining.

8 EYES OF AKIBU

When this potion is poured over your eyes, your long-range vision enhances. For 4 hours, you can see up to 300 feet away as if looking at something one-tenth as far away from you.

9 GLOWSKIN

Ironically, *glowskin* potions are jet black in color. For 4 hours after drinking this potion, your skin sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

10 TINY TELEKINESIS

When you drink this potion, you feel a slight pressure behind your eyes as though something is pushing on the inside of your skull trying to get out. For the next minute, you gain the ability to move an inanimate object within 60 feet of you with your mind. The object can be no larger than 5 inches in diameter and weigh no more than 1 pound, and it can't be worn or carried. Moving an object in this way requires an action. You can move the object up to 30 feet in any direction, and you can't move it more than 60 feet away from you.

11 IRRESISTIBLE CHARM

Once imbibed, a tingling sensation builds within you, bubbling up into a giddy euphoria of confident charm. For the next 10 minutes, you gain expertise in the Persuasion skill, which means you can add twice your proficiency bonus to any ability check you make with it.

12 PATHSEEKING

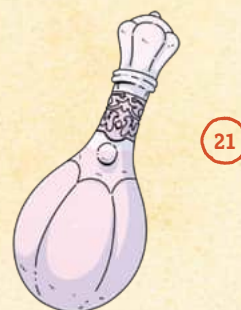
This potion is brewed for the specific task of detecting tracks left by a secret path potion. These tracks appear to you as glowing footprints made with uncanny detail. You also gain the ability to see into the Spirit Realm (Ethereal Plane). The effects of this potion last for 1 hour.

13 IRON BELLY

Legend has it that Obojiman rangers would use this potion during long treks in the wilderness so they could eat unknown roots and fungi as well as drink from lakes and lowland streams without fear of illness. When imbibed, you gain 5 temporary hit points and resistance to poison damage for 1 hour.

14 FACE OF FUGARI

Fugari is a figure of legend, a dragon frog who would glower at his subjects, filling them with dread at being swallowed whole. Drinking this potion gives you a grim, bullfrogish demeanor which strikes fear into those who view you. For the next minute, you have advantage on Charisma (Intimidation) checks.



15 DUCK FOOT

When you drink this brackish-smelling potion, your hands and feet begin to tingle. Within seconds, they turn a bright orange and become webbed like a mallard's feet. For the next hour, you gain a swimming speed of 40 feet and are able to make a very convincing quacking sound.

16 POTION OF FOG

When you drink this potion, a billow of thick fog pours from your mouth, duplicating the effect of the **Fog Cloud*** spell (no concentration required) centered on you. The cloud lasts for 1 hour, and it moves with you, remaining centered on you. As an action, you can expel all remaining fog from your stomach, causing it to remain centered on that space for the duration. The fog produces a scent of your choice.

17 SECRET PATH

When this potion is applied to a pair of boots, it allows their wearer to leave a trail of magical tracks that are invisible to the naked eye. This trail is only visible to a creature who can see invisible objects (such as one benefiting from see invisibility or truesight) or has imbibed a pathseeking potion. When this potion is brewed, the creator can choose the color of the tracks. The boots leave tracks for 24 hours, and the tracks last for one month before fading from view.

18 GRANDMA'S TURNIP SOUP

This potion tastes like a soup made with love. When you consume it during a short rest, you can roll 1d4 Hit Dice (adding your Constitution modifier to each and regaining hit points equal to the total) without expending them.

19 HERBALIST'S AID

Drinking this highly sought-after potion grants you a unique sense helpful for detecting ingredients. For the next hour, you gain a +3 bonus to all ability checks made to locate an ingredient.

20 HOMEWARD TONIC

This fiery red elixir smells of home and drinking it gives a sensation of comfort when consumed. For the next 24 hours, you always know the direction of the place you consider home, provided it is on the same plane of existence.

21 SOFT PAW

When consumed, this liquorice-flavored potion turns your hands and feet into fur-covered paws. For the next 10 minutes, you have advantage on Dexterity checks.

22 POTION OF HEALING TOUCH

When this glowing blue potion is poured on your hands, it gives you the ability to heal. As a bonus action, you can touch a creature, causing it to regain 2d4 hit points. This potion's effects last 1 hour or until you have used this ability.



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23 CAT'S EYE

When you imbibe this potion, your eyes become catlike, and you can choose their color. For the next hour, you gain darkvision out to a range of 60 feet. If you already have darkvision from another source, its range increases by 30 feet.

24 LIQUID MENDING

Also known as "craftsman in a bottle," this well-loved potion is found in most homes and shops. You can pour this potion over an object to repair a single break or tear in it, as if by the **Mending*** spell.

25 LIQUID LOCKPICK

Although frowned upon in many villages, this useful potion is still sought after by many islanders for both wholesome and nefarious reasons. You can pour the potion into a lock, loosening the mechanism inside and decreasing the DC to pick it by 1d4. Once a lock's DC is reduced by this potion, its DC can't be reduced by another liquid lockpick potion. The effects of this potion last for 1 hour.

26 LANGUAGE LORE

This grayish potion tastes like chewed up paper. For 1 hour after drinking it, you understand the literal meaning of any spoken language that you hear.

27 PIG SNOUT

After drinking this pink pastel potion, there is a brief uncomfortable transformation, where the imbiber grows a beautiful, snuffling pig snout. For the next hour, you become very fond of truffles, perhaps even to the point of belligerence, and you have advantage on Wisdom (Perception) checks that rely on smell.

28 MACHINE OIL

When poured over a machine that is in working condition, this dark black liquid powers up the device, allowing it to function as if it were whelmed by a spirit or activated by the **Jolt*** spell. The machine stays powered by this potion for 1 minute.

29 POTION OF SOFT STEPS

When you drink this frothy brew, you float an inch off the ground and walk on a cushion of air. For the next 10 minutes, you gain a +2 bonus to Dexterity (Stealth) checks, and you leave no discernible tracks.

30 LIQUID CAT

This lively swirling concoction transforms and solidifies into a friendly cat when poured out. The cat serves you as a familiar, as if from the **Find Familiar*** spell. The cat disappears after 24 hours.



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UTILITY POTIONS

UNCOMMON

31 TWIN VISION

This potion must be shared with another creature, each of them ingesting half of the potion. When the second half of the potion is consumed, the first creature gains the ability to see through the eyes of the second creature, gaining the benefits of any special senses that creature has. While seeing in this way, the first creature is blind with regard to its own senses. Either creature can use its action to stop shared vision or reactivate it." This ability lasts for 8 hours, and it can't be used if the creatures are more than 1 mile apart.

32 SPIRIT REPELLENT

This potion can either be imbibed or poured on a 1-foot square causing the nearby area to become repulsive to spirits. Any spirit that has a challenge rating of 5 or lower within 30 feet of you or the square must make a DC 15 Charisma saving throw. On a failed save, the spirit is teleported to a random unoccupied space that is 35 feet away from you or the square, and can't willingly move to a space within range for 1 minute. A spirit that hasn't made this save must immediately do so if it moves within range, becoming affected by the repellent for the duration on a failed save.

33 ESSENCE OF THE RIVER SPIRIT

This small, stoppered vial contains a clear liquid that shimmers with a faint blue light. When the vial is opened, you can pour the liquid into a small pool of water, such as a bath or hot spring, transforming it into a healing pool. A creature that soaks in the pool for at least 10 minutes regains $4d4 + 4$ hit points. The pool loses its magic after 1 hour or once six creatures have benefited from this effect.

34 POTION OF FREEZING

Pouring this grayish blue potion into any liquid will cause that liquid to freeze solid for 1 hour, after which it begins to thaw as normal. This effect can freeze no more than a 20-foot cube of liquid.

35 POTION OF ATTUNEMENT

As an action, you can pour a drop of this potion onto a magic item that requires attunement and drink the rest. Once you do so, you instantly become attuned to that item.



36 WATER BREATHING

This tropical fruity elixir tastes just as delicious as your favorite juice. For the duration, you can breathe underwater. The effects of the potion last for 1 hour.

37 LIQUID DISPEL

When thrown at a creature, object, or magical effect within 30 feet of you, this potion breaks, releasing its contents on the target. Any spell of 3rd level or lower on the target immediately ends.

38 POCKET STOMACH

When imbibed, your stomach temporarily functions as a bag of holding, allowing you to store any object you can fit in your mouth inside its extradimensional space. The effects of this potion last for a 1 hour, after which you throw up anything consumed.

39 LIQUID ARCANA

The brewer of this potion rolls a d4 to determine the maximum level of the spell slot it can restore. When you drink it, you immediately regain an expended spell slot of that level or lower.

40 ARCANESOLVENT

When this potion is applied to a magic item, any creature that was attuned to it is no longer attuned. If the item is being worn or carried by the attuned creature, it can resist the effects of this potion with a successful DC 13 Wisdom saving throw.

41 GARDNER'S SOLUTION

When this oily, greenish potion is rubbed on a plant, the plant instantly grows to full maturity. If the plant is too big for the space—such as a redwood tree—it will stop growing once it has reasonably filled the space. If the potion is imbibed, it does nothing, but it tastes like maple syrup.

42 POTION OF EXERTION

When you drink this potion, you gain a surge of manic energy allowing you to take another action this round at initiative count 1.

43 BREAKFAST IN A BOTTLE

The brewer of this potion rolls a d4 to determine the number of servings it creates. When poured out, this liquid quickly forms into an appetizing breakfast, such as some bread or pancakes. A creature that consumes a serving of it feels satiated for the day, and its exhaustion level is reduced by 1. It takes 1 minute to consume one serving, and once a creature benefits from this effect, it can't do so again until it finishes a long rest. The food spoils after 24 hours, losing its magic.



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44 TWIN TELEPATHY

This potion must be shared with another creature, each of them ingesting half of the potion. When consumed, the potion allows the imbibers to communicate telepathically across any distance. The effects of this potion last for 24 hours.

45 POTION OF REPRIEVE

When imbibed, this potion offers temporary relief from an ill effect. For the next hour, you gain the benefit of an effect of your choice from the **Greater Restoration*** spell. When this potion's effects end, you lose the chosen benefit, causing the ill effect to return.

46 UNCANNY FOCUS

For 1 minute after imbibing this purplish liquid, you have advantage on Constitution saving throws made to maintain concentration on spells. In addition, becoming incapacitated doesn't cause you to lose concentration on a spell.

47 MEDITATIVE TRANCE

This violet colored potion smells like lavender and citrus. The next time you take a short rest after ingesting it, you enjoy a deep, dreamless sleep, granting you the benefits of a long rest, even if you already benefited from a long rest in the past 24 hours.

48 POTION OF HOLISTIC WELLNESS

When you uncork this potion of scintillating liquid, your senses are calmed with the smell of vanilla and honey along with a warm spring breeze. When imbibed, you feel like your whole soul is embraced in a loving hug, causing you to regain $4d8 + 4$ hit points, and removing any conditions affecting you, excluding the grappled, prone, or restrained condition.

49 SHARP MIND

When you drink this potion, your mind becomes charged with magical energy. For the next 8 hours, you gain a +2 bonus to Intelligence saving throws, and you gain resistance to psychic damage. In addition, you can devour whole tomes of text, reading 10 times faster than normal.

50 MIND OVER MIGHT

When consumed, this chalky elixir turns an intellectual scholar into an athlete. For the next 24 hours, you can use your Intelligence or Wisdom modifier (your choice), in place of your Strength or Dexterity modifier, when making Strength (Athletics) and Dexterity (Acrobatics) checks. You also gain proficiency in those skills for the duration, if you don't already have it.



UTILITY POTIONS

RARE

51 SIMULACRUM ELIXIR

When consumed, this numbing concoction sends you into a deep sleep. When you awake, your mind has taken over a perfect clone of yourself. The clone appears to be the same as you in every way, but it has half of your hit point maximum and is formed without any equipment other than mundane clothes. Otherwise, the clone uses all of your statistics, except that it is a construct. The clone lacks the ability to learn or become more powerful, so it never increases its level or other abilities, nor can it regain expended spell slots.

While the clone exists, your original body stays in a constant deep sleep, where it requires no nourishment, but it can still suffer damage as normal. The clone lasts until you dismiss it or it drops to 0 hit points, at which point it disappears in a cloud of butterflies. When it disappears, your mind returns to your original body.

52 HIDDEN HAND

When consumed, this grainy potion heightens your senses and gives you a sunken feeling of untapped strength. For the next 24 hours, you gain telekinetic powers as if you were under the effects of the **Telekinesis*** spell.

53 LAST RESORT

When this potion is downed, a crystalline cocoon begins forming around you. The cocoon becomes fully formed at the start of your next turn, and you can't be contacted or interacted with in any way. The cocoon is immune to all damage, and it can't be moved or destroyed by any means short of a wish spell. While in the cocoon, you are in stasis and don't need to eat or breathe. The cocoon lasts between 1 hour and 4 decades. Roll on the table below to determine the measurement of time for the effect, from hours to decades. Then roll a d4 to determine the exact amount of time the cocoon exists.

d6 Measurement of Time

1	Hours
2	Days
3	Weeks
4	Months
5	Years
6	Decades



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54 ELIXIR OF ECHOES

When you drink this potion, you gain the ability to cast a spell that was cast by another creature within the last minute. The spell has to have been cast within 100 feet of you, and you must be aware that the spell was cast. Once imbibed, you can cast the copied spell once within the next minute, without expending a spell slot or material components. If the spell requires a saving throw or spell attack roll, you use the DC and attack bonus of the creature that originally cast the spell.

55 BLESSING OF THE MOON SPIRIT

After drinking this potion, which glows like a full moon, you gain a strange and wondrous affinity for the moon's light. This potion's effects are **permanent**.

While moonlight touches you, you can use a bonus action to expend three hit dice. You can use this ability once per long rest.

When you first consume this potion, your hit point maximum is increased by 2d10. This doesn't count against the number of potions you can have affecting you at once.

56 BOWARK'S BOMBASTIC BEER

This potion was discovered by accident by the great brewmaster, *Bowark*. Unsealing it fills the room with a strong scent of hops and yeasty goodness. When consumed this beer gives you a warm euphoric calm that makes you feel like everything will be alright. Until this potion's effects end, you can choose to reroll any ability check, attack roll, or saving throw you make. You can reroll in this way a total of 7 times before the potion wears off.

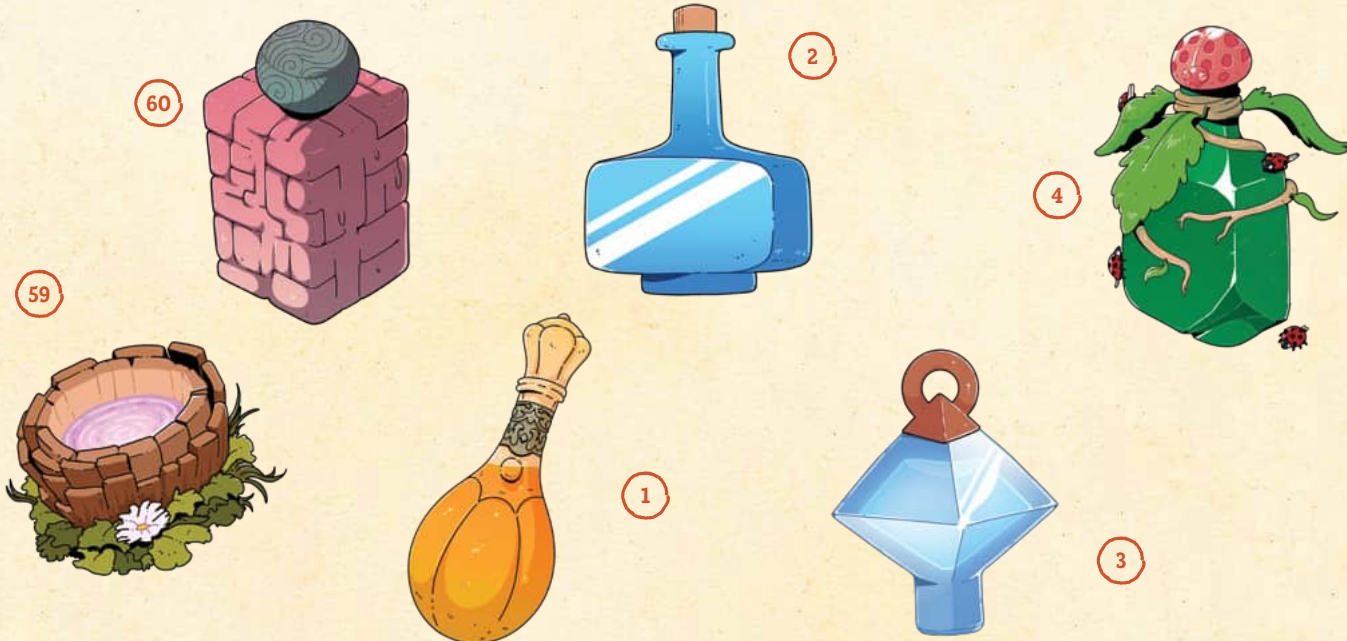
57 UNIFIED MIGHT

When consumed, this potion produces a burning sensation that fills your body, leaving you with newfound intellectual and physical strength. For the next hour, two ability scores of your choice increase to 25.

58 UMI'S POWERFUL UNDERTOW

This potent elixir allows the drinker to enhance their aquatic spells with the ocean's wrath. For the next hour, when you cast a spell that produces or manipulates water in some capacity, the spell is cast as if using a spell slot of one level higher. Additionally, spells that use water to deal damage to a creature or object, deal an extra 2d12 bludgeoning damage.

Alternatively, you can throw the potion into an unoccupied space within 30 feet of you, breaking the glass and summoning three water elementals in the nearest unoccupied spaces. These creatures are under your control until destroyed.



59 ISLAND NECTAR

Consuming this sweet potion gives you a calming sensation before reinvigorating your life force and pushing you into action. You regain 100 hit points, and as part of the same bonus action to consume it, you can immediately make a melee weapon attack, cast a spell that targets only one creature or object, or move up to your speed.

60 ELIXIR OF OMNIMIND

This pale blue potion smells like ozone. When you drink it, your mind expands, and you gain a brief but exceptional capacity to comprehend the vast complexities of the arcane. For the next minute, you can concentrate on two spells at the same time. If you are forced to make a Constitution saving throw to maintain your concentration, you must make a separate saving throw for each spell.

WHIMSICAL POTIONS

COMMON

1 MELODIOUS BIRD CALLS

When you drink this frothy liquid, you can perfectly mimic the call of any songbird for 24 hours.

2 PROJECTED THOUGHTS

When you drink this gritty potion, a 1-foot-diameter bubble emerges from the top of your head. The bubble lasts for 1 hour and moves with you, remaining centered on you. Until this effect ends, you can choose to project your thoughts into the bubble, where they manifest as illusory but silent words or images (your choice), which anyone can see.

3 INTOXICATING AROMA

When consumed, you smell of an expertly crafted perfume. The effects of this potion last for 22 years. This doesn't count against the number of potions you can have affecting your body at once.

4 LADYBUG KINSHIP

When opened, this potion begins to evaporate quickly. For 1 minute, as the potion evaporates, ladybugs fly out of the bottle at a rate of 500 per round. The potion stops producing ladybugs once it has fully evaporated.



5 ESSENCE OF UMAMI

This potion makes everything taste amazing. When you pour it on any food, no matter if it's a hunk of tofu or a slab of slow-roasted brisket, essence of umami makes it glow with magic. When the food is tasted, it magically gives the taster their own personal version of the ultimate culinary experience.

6 VOCAL STRANGER

Once imbibed, you can perfectly mimic the speech of a person you're not familiar with. If you can't think of a person you've never met, you instead mimic a random voice. The effects of the potion last for 1 hour.

7 BEARD BREW

Drinking this fuzzy liquid gives the sensation of wool rubbing against your entire body. When consumed, you instantly grow facial hair, even if you would not normally be able to do so. The style of facial hair is random, and it stays on your face until shaven off. This doesn't count against the number of potions you can have affecting your body at once.

8 PHOTOSYNTHETIC SKIN

This vibrant green potion tastes like freshly cut grass. For the next 24 hours, while the sun is out you regain 1 hit point at the start of every hour.

9 PARADISE PLUMAGE

After drinking this potion, you are instantly adorned with striking and distinctive plumage. You can control it to create dazzling displays of shimmering feathers, iridescent colors, and stunning patterns. When you do so, you gain advantage on all Charisma (Performance) checks made to distract or amaze. The effects of this potion last for 24 hours.

10 MUSICAL MIXER

When uncorked, this silvery elixir produces beautiful, ethereal music for 1 hour as it slowly evaporates.

11 STINK BREW

It stinks and now so do you! After drinking this potion, all other creatures within 15 feet of you must succeed on a DC 13 Constitution saving throw or be unable to willingly move closer to you for the duration. A creature that hasn't yet made this save must immediately do so when it moves within 15 feet of you. The effects of the potion last 1d4 rounds.

12 DUKO THE TRICKSTER'S ELIXIR

This potion is easily mistaken for brackish water. Once you drink it, you can produce an egg, rock, coin, or 2-foot-long string from your mouth. This effect lasts until utilized. This doesn't count against the number of potions you can have affecting your body at once.



13 MANIFESTED NOSTALGIA

After consuming this clear and flavorless potion, you quickly undergo a radical transformation, becoming the child version of yourself for the next 4 hours. For the duration, you are one size smaller (to a minimum of Small), and your Strength and Dexterity become 10, unless those scores are already less than 10.

14 PIGMENT

When consumed, this multicolored potion allows you to produce a variety of oil paints from the tips of your fingers. You can change the color of the paints at will, and they never seem to run out. The effects of the potion last for 8 hours.

15 AUDIO ODDITY

When opened, this embarrassing and noisy potion sounds like a man sobbing. When consumed, this potion strangely mutes the sound produced by any spell cast by the imbibor for the next 1 hour.

16 HINDSIGHT

A well-known potion amongst investigators and merchants, this thick brew acquires special insight on an object when poured over it. The only downside is that you must then lick the brew off the object to obtain any of this information. When poured and then licked off, the potion reveals a minor but useful bit of information about the object.

17 SUPER SINGING

When consumed, this potion tastes as if it were a freshly brewed tea with the perfect amount of honey mixed in. For the next hour, you are unable to speak without singing, and you have advantage on Charisma (Performance) checks using your voice.

18 FLUFFPLUM TONIC

This nearly weightless liquid grants to drinkers the attributes of a dandelion, allowing them to float safely to the ground when falling and be easily carried by the wind. For the next hour, you are under the effects of the **Feather Fall*** spell and weigh no more than 1 pound.

19 MERRIMENT

Is this just booze? For the next hour, you become incredibly intoxicated. For the duration, you gain expertise in a skill of your choice, which means your proficiency bonus is doubled for any ability check you make with it. Until this effect ends, all ability checks you make that don't use the chosen skill are made with disadvantage.

20 BUBBLE MESSAGE

As part of the bonus action to consume this potion, you speak a message and hiccup a bubble, which magically contains the message inside it. You then describe a creature you are familiar with and the bubble floats to that creature, traveling at a speed of 1 mile per hour, and then pops. The bubble pops early if it takes any damage. When the bubble pops, it releases the contained message in your voice.



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21 CRYSTAL CLEAR

This aqua-blue potion feels cold to the touch and raises the hairs on your arm when opened. When poured into a non-magical liquid, it turns the liquid invisible for 1d4 hours. If the liquid the potion is poured into is larger than a 20-foot cube, the potion has no effect.

22 ELDER ELIXIR

This unassuming potion temporarily doubles your age when consumed. The effects of the potion last 1d12 months. This doesn't count against the number of potions you can have affecting your body at once.

23 WITCH'S HIDDEN GEM

This bland and underwhelming-looking potion coats your mouth and gullet as you drink it, leaving a thin film. For the next hour, all liquid you consume turns into wine when you drink it.

24 CARBONATED SNAKE

When shaken and pointed in a direction, the contents of this zippy elixir shoot out of the bottle, turning into a poisonous snake midair and landing in a space within 10 feet of you.

25 SHADOW CHILD

You are filled with intense feelings of confusion before an apparition emerges from your body that resembles a young girl with onyx skin and hair and piercing green eyes. Only you can see it, and it can't speak. It functions as the **Unseen Servant*** spell and lasts for 1 hour.

26 HSIREBBIG

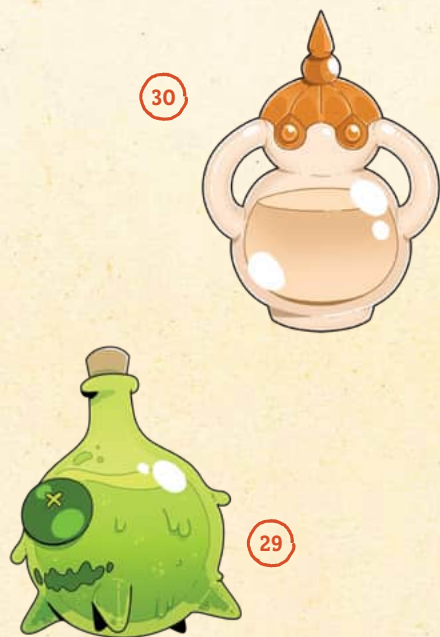
This bitter potion grants you a special form of speech that sounds like absolute gibberish to anyone who isn't also under the effects of a hsirebbig potion. Even spells like comprehend languages fail to decipher this speech. The effects of this potion last 24 hours.

27 SKY SWIMMING

After drinking this potion, you feel the sudden and unpleasant feeling of wearing soaking-wet clothing. For the next 10 minutes, you gain a flying speed of 15 feet and can hover, but it looks and feels as if you're swimming through the sky. While flying in this way, you must also obey the rules for underwater combat.

28 PASSING MEMORY

When brewed, this powerful elixir stores one of the creator's memories of their choice within it. When consumed by another creature, that creature gains the stored memory.



29 BOTTLED SLIME

This mischievous little slime can sometimes form in place of a potion. If noticed before being consumed, it can be thrown to an unoccupied space within 30 feet of you, releasing the slime when it shatters. After hurling the potion, a soda slime appears in the space and acts of its own volition.



31



31 MOSSPOT

After drinking this earthy mixture, your form quickly shifts and shrinks. You immediately polymorph into a mossling spirit, as if by the spell. This effect doesn't require your concentration and ends after 1 hour.

32 INCREDIBLE LUCK

After drinking this wonderful liquid your spirits lift and optimistic feelings pour over you. You gain advantage on the next 1d4 ability checks, attack rolls, or saving throws you make.

34



30 OIL OF THE TRADEMARK FLOURISH

When you apply this oil to an object, you assign a signature sound that accompanies the object when it's used. This effect is permanent, unless removed as is a curse.

33 GRAND FRIENDSHIP

This potion can be divided into as many as eight parts. When two or more creatures consume this golden elixir, they gain a conditional ability to fly. For the next 24 hours, creatures that consumed the elixir gain a flying speed of 60 feet, but only while holding hands with all other creatures that partook of the potion.

34 WITCH'S LAMENT

Once consumed, this potion calls forth a rain cloud that weeps for you. Then in a flash of lightning, your head takes on the form of an anthropomorphic animal chosen by the GM. This effect is **permanent**.

WHIMSICAL POTIONS

UNCOMMON

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35 SPIRIT APPENDAGE

This bitter unappealing elixir turns your stomach and is often a fight to keep down your gullet. Once consumed, you grow a 6-foot-long prehensile tail, which takes a form decided by the GM. The tail can be used as if it were a third arm and can easily support your own weight. The tail lasts for 1d12 days before falling off.

36 MOVE A THING

When poured over an object that weighs 500 pounds or less, it begins to weigh lighter and lighter. The object weighs up to 1d100 pounds less at the start of every hour until it weighs exactly 10 pounds. It remains weighing 10 pounds for 1 week, after which the effects of this potion fade.

37 GOBBLE GUNK

This unappealing potion allows the imbiber to eat whatever they can fit in their mouth with no ill effect—metal, poison, seawater: you name it, you eat it. The effects of this potion last 1 hour. Any magical objects consumed in this way are hurled back up after the end of the hour.

38 POCKET PORTAL

When buried and left to sit for 24 hours, this potion will sprout and form a temporary portal to the Spirit Realm from knotted roots and mud. The portal stays open for 24 hours before closing.

39 DON'T EAT DIRT

When consumed, this viscous brew tastes like wet soil. For the duration, you become immune to the prone condition. Whenever you would fall prone, you instead stand up as if an invisible force kept you that way. Even by choice, you cannot go prone. The effects of this potion last 10 days.

40 LUNAR ELIXIR

When poured out, this silvery liquid rapidly expands and coats the surrounding area, creating a chalky white sheen across everything it touches. For the next 8 hours, gravity in a 20-foot-radius, 300-foot-high cylinder centered on the potion is like the moon's gravity. The jump distance for all creatures inside the cylinder is tripled, and falling damage taken inside the cylinder is halved.

41 LIFETIME SUPPLY

When consumed, this potion causes your hair to grow at an accelerated rate. Roll 1d4 + 2 and multiply it by 100 to find out how many feet of hair you grow. After 1 minute, the potion wears off and all your hair falls out.

42 INVISIBLE TONIC

When poured over an object that is Small or smaller, the object becomes invisible. The effects of this potion last until removed, as if it were a curse.



43

43 LIQUID DISGUISE

When brewed, this potion takes on the essence of a random humanoid within 1 mile. A creature that consumes the potion takes on the visage of that creature for the next 24 hours.

44 SPIRIT SWEETS

This bitter concoction tastes and smells horrible to physical beings, yet couldn't taste more delicious to spirits, many of which would trade quite a bit for a sip of the brew. A spirit with a challenge rating of 8 or lower that consumes this potion becomes drunk and happy for 1d4 days. Alternatively, the potion can be poured out, attracting spirits with a challenge rating of 2 or lower that are within 1 mile. When poured out, the potion attracts spirits for 8 hours or until it is consumed.

45 A NEW LOOK

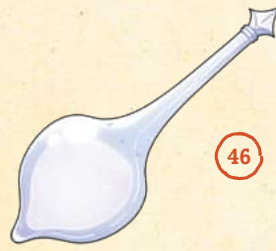
When consumed, this unassuming elixir magically transforms your head into a random anthropomorphic animal, such as a horse, panda, pig, or raccoon. This effect lasts until removed, as if it were a curse. This doesn't count against the number of potions you can have affecting your body at once.



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46 SHADOW PUPPET

Once consumed, this potion gives sentience to your shadow. The shadow starts to act independently of you but is still bound to your body. It has its own emotions and personality but can't interact with the world in any way beyond what a normal shadow could. The effects of this potion last until removed, as if it were a curse. This doesn't count against the number of potions you can have affecting your body at once.

47 OBJECT EMBODIMENT

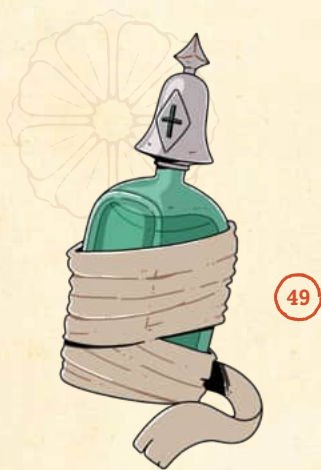
When you drink this metallic potion, your body twists and alters into an object of your choice, as if by the true polymorph spell. This effect doesn't require your concentration and ends after 1 hour.

48 PHOENIX ELIXIR

When imbibed, this elixir burns your throat and ignites an ember within you. For 24 hours, you are immune to fire damage. When the potion's magic finally fades, the fire inside of you burns intensely from within, consuming you in flames and turning your body to ash. 1 hour later you appear in the nearest bonfire, reborn anew. All objects and clothing that were on your person when you were turned to ash are left by your original body.



48



49 UNKNOWN ELIXIR

This bizarre blend of flavors reminds you of freshly cut grass, petroleum jelly, and honey. When consumed, it sits in your stomach like a rock and slowly swells in power. You gain the ability to cast one random spell of 6th level or lower, without expending a spell slot. This spell uses a save DC of 17 and a spell attack bonus of +9. The effects of this potion last until the spell is cast. This doesn't count against the number of potions you can have affecting your body at once.



50 ILLUSION IN A BOTTLE

When this potion is poured out, an illusion of your choice appears in its space, as if by the **Major Image*** spell. A creature that uses its action to examine the image can determine that it is an illusion with a successful DC 18 Intelligence (Investigation) check. The illusion lasts for 1 hour.



WHIMSICAL POTIONS

RARE

51 HOMEGROWN

When poured over a surface that is at least a 50-foot-square area and isn't obstructed by obstacles (such as trees or boulders), this pungent liquid begins to quickly foam and expand. After 1 minute, a newly formed and furnished home of grand size appears in the space.

53 NEW LIFE

The brewer of this potion chooses the likeness of a humanoid that they are familiar with. When imbibed, you take on the illusory form of the chosen creature. This illusory disguise is perfect in every way and matches both the creature's visage and its voice. Only creatures with the ability to detect magic or see through illusions (as with truesight) can discern this disguise. The effects of this potion last for 7 years or until removed, as if it were a curse. This doesn't count against the number of potions you can have affecting your body at once.

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52 MIND TRANSFER

When imbibed, this acrid elixir loosens your soul from your body and prepares it for transfer. The first time you are touched by a creature after consuming this potion, your mind and soul transfer into that creature's body. While inhabiting the creature's body, you can force it to make a contested Intelligence or Wisdom check (you both choose which ability to use) at the start of each of its turns. If you succeed, you gain total control over the creature until the start of its next turn. While your mind and soul are away, your body is left unconscious. If the creature dies while your mind and soul are still inside it, you also die. You inhabit the creature's body for 1 hour, until you dismiss the effect as an action, or until the creature is targeted by a **Dispel Evil and Good*** spell.

54 UPS-A-DAISY

When poured over a creature or object, this creamy elixir instantly awakens the target, as if by the **Awaken*** spell. The awakened creature remains charmed by you for 1 year, instead of 30 days.

55 SPIRITUAL REBUKE

When poured, this dark elixir stains the earth and creates a 10-foot cube that is void of the island's magic, as if it were under the effects of the **Antimagic Field*** spell. This effect lasts for 1 year.

56 NEWLY FOUND MAGIC

When consumed, you feel a rush of magical inspiration flow through you. You instantly learn a random 3rd-level spell. You can cast it without expending a spell slot, and once you do so, you can't cast it in this way again until you finish a long rest. This potion's effect is **permanent**, and it doesn't count against the number of potions you can have affecting you at once.

57



57 CRAFTER'S BREW

The crafter's brew can be added to any larger container of water or a small body of water to create an enchanting bath. The first nonmagical object submerged in the water for at least 1 minute gains a permanent magical effect. This effect is random and powerful enough that the item's rarity should be considered uncommon or higher.

58 DANCING FEET

After drinking this potion, you no longer walk or run—now you dance. Going from one place to another is no longer a mundane trudge, a shuffling expression of ennui. How you get from point A to point B is now a dazzling dance performance. From smooth, elven waltzes, to Nakudama hops and gyrations, to the interpretive dance forms of the dara, you explore them all. Your stylish moves increase your walking speed by 10 feet, give you a +5 bonus to Charisma (Performance) checks that involve dancing, and grant you proficiency in Dexterity saving throws if you don't already have it. This lasts until you dismiss the potion's effects as an action.

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59 CHICKEN CHASER

When you drink this potion, your hair turns dark red (if you have any), and you gain the ability to speak with chickens permanently, as if by the **Speak with Animals*** spell. Additionally, you can crow a sacred and thunderous cackle that summons 100 chickens in a 20-foot radius centered on you. These chickens appear running from a distance, digging out from the ground below, and falling from the sky in a veritable tsunami of flapping, clucking poultry. Each creature in the area (excluding you) must make a DC 19 Dexterity saving throw, taking 30d6 slashing damage on a failed save, or half as much damage on a successful one. Once you've summoned the chickens in this way, you can't do so again. This doesn't count against the number of potions you can have affecting your body at once.

60 DISAPPEARING ACT

When consumed, your body vanishes along with all the items you were wearing or carrying, and your sentience is transferred into a random object within 100 miles of you.

60





HERO'S JOURNEY BOON SYSTEM

The Hero's Journey Boon System is a mechanical tool for GM's to use as a reward for character development and great role-playing. It reminds both the GM and the players to pay attention to those iconic moments when a critical choice transforms a character's development toward or away from a certain personality trait or archetype.

To symbolize this change in a character's development over the course of an adventure, a Hero's Boon gives a mechanical bonus that allows a GM to mark that character's moment of transformation in a palpable way.

The System

A Hero's Journey Boon is a unique ability granted to adventurers by the GM as a reward for demonstrating character growth and depth through their actions and roleplaying. Similar to the inspiration system, there is no specific trigger for a player to earn a Hero's Boon; instead, it is up to the GM to determine if a specific story beat aligns with the criteria for one of the Hero's Journey Boons. If the GM feels that this moment had weight in the story and was deserving of a boon they can reward the character for their actions.

As a reward system, the boon invites a player to really engage with their character's personality and how they develop over time. It also creates a dynamic between the Game Master and the player to co-create amazing story moments. It rewards players who put in that little bit of extra effort playing their character to the fullest, and it gives the GM a way to pay off compelling situations that the player character explores.

Developing Characters in Obojima

While the setting of Obojima allows for a traditional D&D experience, complete with dungeon delving, fighting monsters, and getting piles of loot, the genre of Obojima is more of a fairytale where an adventurer tries to solve interactions with mysterious creatures rather than slay them. If played according to its genre, Obojima delivers a deeper roleplaying experience, and to get that, it's helpful if players are emotionally invested in their character, are clear on who their character is, and understand what motivates them.

Before Character Creation

Character creation and your Session Zero are times to slow down and savor the joy of creating something from nothing. Help your players invent a character with room to grow and change—the potential to find their true power or to lose their way and fall from grace.

To get your players thinking about where their character is developmentally and where their personality could go or how their values could shift during the adventure, ask them some of the following questions before or during character creation:

What does your character fear more than anything else?

What does your character desire above all other things?

What obstacle or challenge would your character love to overcome?

What does your character value the most?

Does your character have a secret?

Does your character have a long term goal or quest that they want to achieve?

What is your character's greatest strength?

What is their greatest flaw?

Based on all the information from the above questions, pick three words that best describe your character.

Think about your character at Level 1 compared to level 10. How are they different and how are they similar?

These questions will get your players thinking about the inner workings of their character and how they might change over the course of the game, they will also give you a host of ideas about how to weave a story in such a way that it gives the player plenty of chances to roleplay their

character by tempting their desires and challenging their values, for better or worse.

Use this information about their characters to imagine story situations that tempt them, call them to action, rile them up, or force them to face a fear. Doing so will tailor make your stories to get the most epic roleplaying from your players.

Boons = Change

Hero's Boons are designed to inspire and acknowledge the challenges faced by our protagonists. Character development like this can stem from various aspects, such as the sacrifice of personal desires, experiencing the deterioration of a friendship, or discovering new love. When these stories reach their climactic moments, a GM can bestow a Hero's Boon as a reward.

Character's don't always have to grow in a direction that we usually associate with heroism. A character can also become more miserly, craven, skittish, stubborn, and recalcitrant as well, and a GM should reward a player who roleplays a character slipping into cowardice as much as a player who roleplays a courageous one.

Here are some examples of character evolutions:

- ♦ **Tamago changes from a sulky, timid kid who is resisting change into a hero who learns self-confidence and responsibility. These traits and more allow her to face the changes back in the Physical Realm.**
- ♦ **Nami moves from a kind and gentle local leader to a world-shaping messianic figure.**
- ♦ **Kimo goes from a naive witch, who during her quest to find independence, loses her confidence and regains it again through discovering the value of community and friendship.**

Giving Hero's Journey Boons

During a roleplaying session, there will be moments—both great and small—where a player does something to demonstrate their adventurer's personality, show their struggles, and move them along their path of growth as a character. Hero's Boons reward these moments of roleplaying, fostering a deeper engagement from their players with the story.

The GM can award a boon when they feel like a player has earned one. It could be for showing their character's struggle to resist temptation or how a character faces a fear and finds an inner courage they didn't know they possessed.

Negative Boons

Although all boons have an ability that is generally net positive for the player using them, due to the connotation and reason for having it, some boons can leave a bad impression on the player and those around them. These boons can serve as physical reminders of the choices the player has made and can push them towards restoration of their character or serve as a tool to plunge them into a darker character development further.

As a word of caution, not all boons will be perfect for your party of players. Boons such as Selfishness allow players to affect other players without being able to respond or having much if any agency in the interaction. We highly recommend communication and careful consideration before giving a boon like this.

Removing a Boon

Players might lose a boon if they don't hold onto the change that got them the boon in the first place. If you notice a player acting uncharacteristically you can remove the boon from them. Alternatively, the removal of a boon or replacement of a boon can serve as a powerful moment in the story—a character who drops the gold to save their friend at the risk of their own life might lose the Selfishness boon while gaining the Heroic boon in one fell swoop.

BOONS

Below is a list of Hero's Journey Boons that you can give your players. The Hero's Journey Boons are listed in alphabetical order.

ACCEPTANCE

Characteristics: Those who have gone through a deep and harrowing journey and came to face a truth so difficult that it hurt to accept it—and yet they did it anyways and eventually came to peace with that truth.

Boon Ability: When making a skill check you can choose to add a +5 bonus to the roll. Once you use this boon, you can't do so again until you finish a long rest.

ENVY

Characteristics: Someone whose insecurities or past trauma have driven them to desire what others have. This person covets something so much that they'd be willing to do anything to get it, even at the expense of their loved ones.

Boon Ability: Choose an ally creature that you can see and gain proficiency in a skill they have proficiency in. This effect lasts for 1 hour. While you have proficiency in the chosen skill, the ally you copied it from has disadvantage in all checks that use that skill.

FEARFUL

Characteristics: Through one impactful moment or a slow build over time, this person has been stricken with a deep and overwhelming fear. This fear now clouds their judgment and overrides their emotions—it controls their life.

Boon Ability: If you are hit by an attack while an ally creature is within 5 feet of you, you can choose to have the ally take the damage instead of you. Once you use this boon, you can't do so again until you finish a long rest.

FORGIVENESS

Characteristics: By accepting their emotions, this person can let go of their anger and frustrations, forgiving those who've wronged them and rekindling the damaged relationship.

Boon Ability: When you are hit by an attack, you can choose to cause all subsequent attacks made by the creature to be made at disadvantage. This effect lasts until the end of your next turn. Once you use this boon, you can't do so again until you finish a long rest.

HATE

Characteristics: A person full of hate is blind to the effects their actions can have. To fulfill their vendetta they're willing to alienate and even hurt those close to them.

Boon Ability: When you make an attack roll or skill check you can choose to change the roll to a 20. If you choose to do this all Charisma, Intelligence, and Wisdom checks are made at disadvantage for the next hour. Once you use this boon, you can't do so again until you finish a long rest.

HEROIC

Characteristics: A person who puts fear behind themselves and stands up in a time of need to the very best they can. Whether they fail or not they give everything they can to do what is right.

Boon Ability: When you would fail a Wisdom, Charisma, or Intelligence saving throw, you can instead choose to succeed. Once you use this boon, you can't do so again until you finish a long rest.

MERCY

Characteristics: Those with the power to deal out judgment onto others but have the compassion and understanding to hold back.

Boon Ability: When you make an attack that would drop a creature below zero hit points, you can choose to forgo the damage, making a Charisma skill check with advantage instead. Once you use this boon, you can't do so again until you finish a long rest.

SHAME

Characteristics: Devastated by a mistake they've made or a circumstance forced on them, this person now hates a part of themselves. This thing feels as if it is out in the open for all to see, and they can't stand the thought of others judging them for it.

Boon Ability: As a bonus action, all creatures within 60 feet of you must succeed on a Wisdom saving throw or be unable to look in your direction until the end of your next turn. The DC for this boon is equal to 10 + your level. Once you use this boon, you can't do so again until you finish a long rest.

SELFISHNESS

Characteristics: Someone whose actions have worsened the lives of those closest to them. A character that, when they could have done the right thing, chose the path for the betterment of themselves over others.

Boon Ability: When you take damage, you can choose to regain 2 hit points for each ally you have within 30 feet of you. When you do so, each ally suffers a number of Necrotic damage equal to the hit points you recovered. Once you use this boon, you can't do so again until you finish a long rest.

SELFLESS

Characteristics: Above all else, this person puts those around them before themselves. They wish to help the people they care the most about, sometimes to the detriment of their well-being.

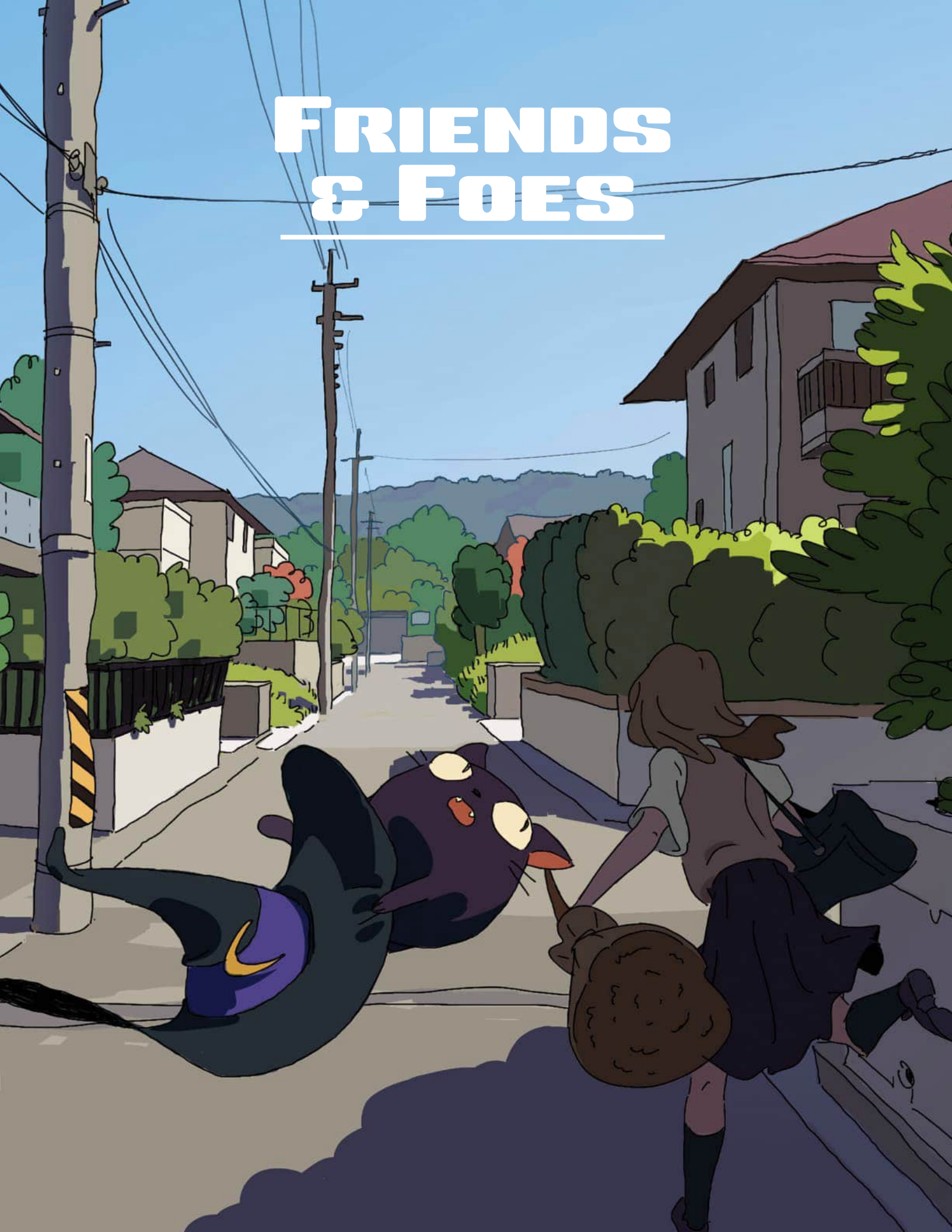
Boon Ability: On your turn, you can forgo your action, allowing a character that can see or hear you to take an action or move. Once you use this boon, you can't do so again until you finish a long rest.

Making Your Own Boons

This list above is not comprehensive and we encourage you to craft your own unique boons for your personal games.



FRIENDS & FOES



This chapter describes many of the strange, charming, mischievous, and dangerous creatures and folk that call Obojima home. Read on to find the following:

- ♦ Information about a special kind of NPC called a companion spirit.
- ♦ GM guidance on creating antagonists in your game that have that unique Obojima flavor.
- ♦ A bestiary with rules information for 60 new monsters and NPCs.

Companion Spirits

Companion spirits are sentient minor spirits who gravitate toward people. They can vary in shape—from animals to plants and fungi or even candles—though their physical forms are usually no bigger than a dog. Companions range in personality, and while most are kind and adorable—much like our pets—they can also be mischievous, stubborn, and demanding. Due to their simplistic nature, they typically have a self-serving vision of the world—they like what they like, and don't like what they don't like—but there are those companion spirits who can be a bit more thoughtful, erudite, and wise.

It's important to remember that companions are not familiars. Though they tend to favor their chosen people, each one has a will of its own, with quirks, goals, and desires, and they are free to come and go as they please.

Since companions are NPCs that are controlled by the GM, they are versatile story tools that the GM can use at any time. Companions can serve to foster character connection to the world. They are also a great way to pull characters into unique side quests. They can even become the main focus of an entire adventure. They can also help buff a party that is in over its head, or give a clueless party some crucial bits of advice when they're completely stuck.

Companion Goals

Every companion on Obojima has a goal that it wishes to accomplish. Some are satisfied with accomplishing one and others can have multiple goals. Unlike typical familiars, companions are not bound to a character, rather they are known to seek out adventurers who have the skills they believe will help them achieve their goal. A small hermit crab companion might appeal to a perceptive adventurer to help them find a new shell or an awakened cat might ask a rogue or a strong fighter to help them get through a locked door. It is as if a companion spirit can sense who has the certain skill or ability they need to help them achieve their goal.

Should a player character help a companion spirit achieve its goal, it may earn them a special boon (see Chapter 249: Hero's Journey Boons)

Companion Goals (d20)

d20	Companion Goals
1	Find an object
2	Open a door
3	Reach a location
4	Regain its lost memories
5	Defeat a nemesis
6	Protection from danger
7	Find a specific person
8	Return home
9	Lift a curse
10	Return to its original form

d20	Companion Goals
11	Rescue someone
12	Find a safe haven for other spirits
13	Learn a special type of magic
14	Form an alliance with a particular person/spirit
15	Find a sacred site to guard
16	Find a portal to the Spirit Realm
17	Preserve a natural site such as a river, grove, or stone formation
18	Make/craft something of significance
19	Seek renewal or rebirth
20	Fulfill a prophecy

Companion Desires (d20)

Along with their goals, companions also have desires which may conflict with their goals. For example, a fire spirit companion might have a goal to be free of being stuck within the hearth of a village inn, cooking food for travelers and heating up kettles of water, but it may also desire the wood that is being brought to it by the innkeeper to be for consumption and not want to leave its steady supply of tasty lumber to burn—a real quandary!

d20	Companion Desires
1	A particular food
2	A particular drink
3	Gold
4	Ingredients
5	Affection/Scratches
6	Smelling Flowers
7	Find a specific person
8	Return home
9	Lift a curse
10	Return to its original form

d20	Companion Desires
7	Knowledge
8	Exploration and adventure
9	To be mischievous
10	Danger
11	To sleep
12	To stay warm
17	Preserve a natural site such as a river, grove, or stone formation
18	Make/craft something of significance
19	Seek renewal or rebirth
20	Fulfill a prophecy

Companion Disposition (d20)

Here is a table that you can use to determine the defining quality of a companion spirit's personality. Choosing one of these doesn't mean a companion spirit is one-dimensional. Rather, it's meant to give you a sense of how that spirit approaches the world around them most of the time.

d20	Disposition	d20	Disposition	d20	Disposition	d20	Disposition
1	Brave	6	Gleeful	11	Haughty	16	Cautious
2	Lazy	7	Honorable	12	Stubborn	17	Playful
3	Earnest	8	Chatty	13	Gloomy	18	Optimistic
4	Skittish	9	Mischievous	14	Curious	19	Self-Absorbed
5	Reckless	10	Suspicious	15	Covetous	20	Indulgent

Companion Quirks (d10)

Quirks help make NPCs unforgettable. Use the table below to choose or randomly select one or more quirks for your companion spirit.

d10	Companion Quirks
1	Gesticulates While Talking
2	Constant Snacking
3	Nervous Laughter
4	Speaks in the Third Person
5	Talentless Bard with a Compulsion to Sing

d10	Companion Quirks
6	Chatty
7	Scared of Dark Places
8	Forgetful
9	Easily Distracted
10	Doesn't Speak

COMPANION TYPES

Animated Object Spirit

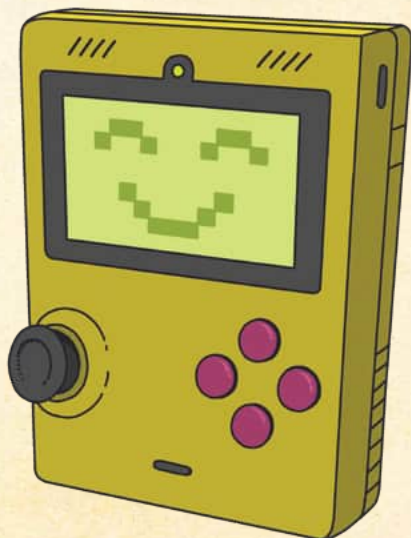
Unique among spirits are those, that for one reason or another, are drawn to possess inanimate objects. Though sages remain uncertain why spirits choose certain objects, it is widely agreed that spirits appear to prefer items that are meaningful to people. A spirit might linger in one object, or move from one to the next the way a hermit crab moves from shell to shell over the course of its life.

Objects possessed by spirits become animated, allowing the spirit to interact with the Physical Realm. Once a spirit has chosen an object to be its vessel, it regards it as part of itself and won't possess other objects.

The table below has a list of examples of forms an animated object spirit might take. Feel free to create your own.

Animated Object Spirit Forms (d6)

d6	Animated Object Spirit Forms
1	Action Figure
2	Candle
3	Glove
4	Hovering Mask
5	Pocket Video Game
6	Stuffed Animal



Animated Object Spirit

Tiny Spirit, Any Alignment

Armor Class 12 (natural armor)

Hit Points 21 (6d4 + 6)

Speed 0 ft., Flying 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	12 (+1)	14 (+2)	13 (+1)	10 (+0)

Skills Insight +5, Investigation +4, Stealth +5

Senses Passive Perception 11

Damage Immunities Poison

Condition Immunities Poisoned

Languages Common, Torum

Challenge 1/2 (100 XP)

Proficiency Bonus +2

False Appearance. If the spirit is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the spirit move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the spirit isn't an object.

New Form (1/Day). When the spirit is reduced to 0 hit points but not killed outright, it can choose a different object it can see within 10 feet of it and send its consciousness into that object. After it does so, it drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Telekinetic Reach. The spirit casts the *Mage Hand** cantrip. When it does so, the spectral hand created by the spell is invisible.





Powerful Animated Object Spirit

Tiny Spirit, Any Alignment

Armor Class 15 (natural armor)

Hit Points 54 (12d4 + 24)

Speed 0 ft., Flying 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	14 (+2)	16 (+3)	14 (+2)	10 (+0)

Skills Insight +6, Investigation +5, Stealth +5

Senses Passive Perception 12

Damage Immunities Poison

Condition Immunities Poisoned

Languages Common, Torum

Challenge 3 (700 XP)

Proficiency Bonus +2

False Appearance. If the spirit is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the spirit move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the spirit isn't an object.

New Form (2/Day). When the spirit is reduced to 0 hit points but not killed outright, it can choose a different object it can see within 10 feet of it and send its consciousness into that object. After it does so, it drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Telekinetic Reach. The spirit casts the *Mage Hand** cantrip. When it does so, the spectral hand created by the spell is invisible.



Aquatic Beast Spirit

Aquatic beast spirits are among the most fascinating spirits to behold. Even far beyond the shore, these sea spirits are found swimming through the air as though sky was simply a part of the vast ocean that surrounds the island.

The table below has a list of examples of forms an aquatic beast spirit might take. Feel free to create your own.

Aquatic Beast Spirit Forms (d8)

d8	Aquatic Beast Spirit Forms
1	Angler Fish
2	Crab
3	Eel
4	Jellyfish
5	Octopus
6	Sea Horse
7	Sea Slug
8	Sea Turtle

Aquatic Beast Spirit

Tiny Spirit, Any Alignment

Armor Class 12 (natural armor)

Hit Points 27 (6d4 + 12)

Speed 0 ft., Flying 30 ft. (hover), Swimming 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	4 (-3)

Skills Intimidation +1, Nature +1, Persuasion +1

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Torum

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Actions

Bite, Pinch, or Sting. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Bubble Lift (1/Day). The spirit casts the **Bubble Lift** spell, using Wisdom as its spellcasting ability.

Powerful Aquatic Beast Spirit

Tiny Spirit, Any Alignment

Armor Class 15 (natural armor)

Hit Points 60 (11d4 + 33)

Speed 0 ft., Flying 30 ft. (hover), Swimming 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	4 (-3)

Skills Intimidation +1, Nature +1, Persuasion +1

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Torum

Challenge 3 (700 XP)

Proficiency Bonus +2

Actions

Multiattack. The spirit makes two attacks.

Bite, Pinch, or Sting. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Bubble Lift (1/Day). The spirit casts the **Bubble Lift** spell, using Wisdom as its spellcasting ability.



Beast Spirit

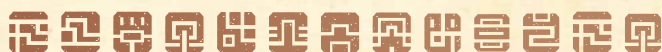
Beast spirits may or may not be the most common type of companion. Many household pets are treated as though they were spirits, and some spirits prefer to remain anonymous to their chosen person. It is perhaps the ambiguous nature of their presence that has led many Obojimans to regard pets with a semi-reverence.

The table below has a list of examples of forms a beast spirit might take. Feel free to create your own.

Beast Spirit Forms (d12)

d12	Beast Spirit Forms
1	Cat
2	Fox
3	Hedgehog
4	Insect (non-flying)
5	Lizard
6	Monkey

d12	Beast Spirit Forms
7	Mouse or Rat
8	Pig
9	Possum
10	Rabbit or Hare
11	Tortoise
12	Weasel



Beast Spirit

Tiny Spirit, Any Alignment

Armor Class 12 (natural armor)

Hit Points 18 (4d4 + 8)

Speed 30 ft., Climbing 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	11 (+0)

Skills Acrobatics +4, Stealth +4, Sleight of Hand +4

Senses Darkvision 30 ft., Passive Perception 11

Languages Common, Torum

Challenge 1/2 (104 XP)

Proficiency Bonus +2

Actions

Multiattack. The spirit makes two attacks.

Chomp. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Scratch. +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.



Powerful Beast Spirit

Tiny Spirit, Any Alignment

Armor Class 15 (natural armor)

Hit Points 49 (11d4 + 22)

Speed 30 ft., Climbing 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	8 (-1)	14 (+1)	12 (+1)

Skills Acrobatics +5, Stealth +5, Sleight of Hand +5

Senses Darkvision 30 ft., Passive Perception 12

Languages Common, Torum

Challenge 3 (700 XP)

Proficiency Bonus +2

Actions

Multiattack. The spirit makes three attacks: two with its chomp and one with its scratch.

Chomp. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Scratch. +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.



Flying Beast Spirit

Unlike their land-bound counterparts, flying spirits tend to keep a degree of distance from settlements, while not altogether rejecting them. People are fascinating, and flying spirits prefer to watch from a distance. It's not uncommon for a person to claim they are being watched by the same owl or followed by the same chicken every day. When the time is right, the spirit will reveal itself to their chosen person.

The table below has a list of examples of forms a flying beast spirit might take. Feel free to create your own.

Flying Beast Spirit Forms (d8)

d8	Flying Beast Spirit Forms
1	Bat
2	Bird of Prey (owl, falcon, shrike)
3	Chicken or Rooster
4	Corvid (crow, raven, magpie)
5	Goose
6	Heron, Stork, or Crane
7	Sea Bird (gull, pelican)
8	Winged Insect (beetle, bee, moth)

Flying Beast Spirit

Tiny Spirit, Any Alignment

Armor Class 12 (natural armor)

Hit Points 17 (5d4 + 5)

Speed 15 ft., Flying 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	8 (-1)	13 (+1)	10 (+0)

Skills Perception +5, Stealth +5

Senses Darkvision 120 ft., Passive Perception 15

Languages Common, Torum

Challenge 1/4 (50 XP)

Proficiency Bonus +2

A Tinge Lucky (1/Day). The spirit can choose to grant itself advantage on one attack roll, ability check, or saving throw it makes.

Actions

Scratch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Powerful Flying Beast Spirit

Tiny Spirit, Any Alignment

Armor Class 15 (natural armor)

Hit Points 49 (14d4 + 14)

Speed 15 ft., Flying 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	8 (-1)	14 (+2)	12 (+1)

Skills Perception +6, Stealth +6

Senses Darkvision 120 ft., Passive Perception 15

Languages Common, Torum

Challenge 3 (700 XP)

Proficiency Bonus +2

A Tinge Lucky (3/Day). The spirit can choose to grant itself advantage on one attack roll, ability check, or saving throw it makes.

Actions

Multiattack. The spirit makes two scratch attacks.

Scratch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.



Elemental Spirit

It's easy to look past these enigmatic spirits, whose elemental nature allows them to blend in with their surroundings, given the right environment. There is a theory among those who study spirits, that claims elemental spirits are likely the first to cross from their realm into the physical. There are probably more of them than we know about, existing as part of and on behalf of nature.

The table below has a list of examples of forms an elemental spirit might take. Feel free to create your own.

Elemental Spirit Forms (d6)

d6	Elemental Spirit Forms
1	Animated Bubbles—Thunder—Fly
2	Animated Cloud—Lightning—Fly
3	Dust Wisp—Slashing—Walk, Fly
4	Earth Spirit (clay, crystal, sand, stone)—Bludgeoning—Walk
5	Flame Wisp—Fire—Walk
6	Water Wisp—Bludgeoning—Walk, Swim



Elemental Spirit

Tiny Spirit, Any Alignment

Armor Class 13 (natural armor)
Hit Points 31 (7d4 + 14)
Speed 30 ft., or Flying 30 ft. (hover), or Swimming 40 ft., (see table above)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	8 (-1)	4 (-3)

Skills Athletics +4, Survival +3
Senses Blindsight 30 ft., Passive Perception 9
Languages Common, Torum
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Actions

Smack. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) damage of the type associated with the spirit.

Duplicate (1/Day). The spirit casts the **Duplicate** spell (spell save DC 10), using Intelligence as its spellcasting ability, requiring no material components.



Powerful Elemental Spirit

Tiny Spirit, Any Alignment

Armor Class 16 (natural armor)

Hit Points 67 (15d4 + 30)

Speed 30 ft., or Flying 30 ft. (hover), or Swimming 40 ft., (see table above)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	12 (+1)	8 (-1)	4 (-3)

Skills Athletics +4, Survival +3

Senses Blindsight 30 ft., Passive Perception 9

Languages Common, Torum

Challenge 3 (700 XP)

Proficiency Bonus +2

Actions

Multiattack. The spirit makes two smack attacks.

Smack. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) damage of the type associated with the spirit.

Duplicate (2/Day). The spirit casts the **Duplicate** spell (spell save DC 11), using Intelligence as its spellcasting ability, requiring no material components.



Spectral Spirit

These mysterious spirits are unique among their kind that dwell in the Physical Realm because they have rejected the notion of a fixed physical form. Rather, they prefer the fluidity of taking on any form or no form even if it limits their ability to interact with the world around them.

Spectral spirits take on the form of an amorphous wisp. A spectral spirit might shift its form, taking on different shapes and colors to suit its mood.



Spectral Spirit

Tiny Spirit, Any Alignment

Armor Class 12 (natural armor)

Hit Points 21 (6d4 + 6)

Speed 0 ft., Flying 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	13 (+1)	10 (+0)	10 (+0)	9 (-1)

Skills Arcana +2, Deception +3, Persuasion +3

Senses Darkvision 30 ft., Passive Perception 10

Languages Common, Torum

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Incorporeal Movement. The spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Spiritual Sight. The spirit can see 60 feet into the Spirit Realm (Ethereal Plane) when it is on the Physical Realm, and vice versa.

Actions

Spectral Pass. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) necrotic damage.

Etherealness. The spirit enters the Spirit Realm (Ethereal Plane) from the Physical Realm, or vice versa. It is visible on the Physical Realm while it is in the Spirit Realm, and vice versa, yet it can't affect or be affected by anything on the other plane.

Incorporeal Transfer. While holding an item, the spirit can cause it to become incorporeal, allowing it to pass through other objects and creatures. If the spirit lets go of the item while inside of an object or creature, the item is shunted to the nearest unoccupied space outside of the object or creature.



Powerful Spectral Spirit

Tiny Spirit, Any Alignment

Armor Class 15 (natural armor)

Hit Points 52 (15d4 + 15)

Speed 0 ft., Flying 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	12 (+1)	12 (+1)	10 (+0)

Skills Arcana +3, Deception +4, Persuasion +4

Senses Darkvision 30 ft., Passive Perception 11

Languages Common, Torum

Challenge 3 (700 XP)

Proficiency Bonus +2

Incorporeal Movement. The spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Spiritual Sight. The spirit can see 60 feet into the Spirit Realm (Ethereal Plane) when it is on the Physical Realm, and vice versa.

Actions

Spectral Pass. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) necrotic damage.

Etherealness. The spirit enters the Spirit Realm (Ethereal Plane) from the Physical Realm, or vice versa. It is visible on the Physical Realm while it is in the Spirit Realm, and vice versa, yet it can't affect or be affected by anything on the other plane.

Incorporeal Transfer. While holding an item, the spirit can cause it to become incorporeal, allowing it to pass through other objects and creatures. If the spirit lets go of the item while inside of an object or creature, the item is shunted to the nearest unoccupied space outside of the object or creature.

Invisibility (1/Day). The spirit casts the *Invisibility** spell on itself, using Intelligence as its spellcasting ability, requiring no material components.

Sleep (1/Day). The spirit casts the *Sleep** spell, using Intelligence as its spellcasting ability, requiring no material components.



Flora Spirit

Spirits of this variety can resemble all kinds of foliage. They get a form as they enter the Physical Realm, growing into it as though they were actual flora. They might be mistaken for a plant or mushroom at a cursory glance, but anyone paying attention will notice that they have arms, legs, and expressive little faces.

Flora spirits tend to see the plants or fungus that resemble them as kindred, and they are most often found tending the places where they appeared. However, some leave their familiar soil, venturing forth to roam the island.

The table below has a list of examples of forms a flora spirit might take. Feel free to create your own.

Plant Spirit Forms (d8)

d8	Plant Spirit Forms
1	Acorn or Nut - Walk
2	Flower - Fly
3	Leaf - Fly
4	Mossling - Walk
5	Mushroom - Walk
6	Jack-o'-Lantern - Fly
7	Radish - Fly
8	Sapling - Fly



Flora Spirit

Tiny Spirit, Any Alignment

Armor Class 12 (natural armor)

Hit Points 21 (6d4 + 6)

Speed 30 ft., or Flying 30 ft. (hover), (see table above)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	12 (+1)	14 (+2)	7 (-2)

Skills Animal Handling +4, Medicine +4, Nature +3, Perception +4, Stealth +4

Senses Darkvision 30 ft., Passive Perception 14

Languages Common, Torum

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Body Bite (1/Day). While the spirit has at least 5 hit points, a friendly creature can use a bonus action to take a bite out of the spirit. The spirit takes 1d4 piercing damage, and the creature regains a number of hit points equal to the damage taken.

Regeneration. The spirit regains 2 hit points at the start of each of its turns if it has at least 1 hit point.

Actions

Push. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Spellcasting. The spirit's spellcasting ability is Wisdom (spell save DC 12). The spirit can cast the following spells, requiring no material components:

- ♦ **At will:** *Druidcraft**, *Thorn Whip** (deals no damage)
- ♦ **1/day:** *Entangle**





Powerful Flora Spirit

Tiny Spirit, Any Alignment

Armor Class 15 (natural armor)

Hit Points 52 (15d4 + 15)

Speed 30 ft., or Flying 30 ft. (hover), (see table above)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	12 (+1)	16 (+3)	9 (-1)

Skills Animal Handling +5, Medicine +5, Nature +3, Perception +5, Stealth +5

Senses Darkvision 30 ft., Passive Perception 15

Languages Common, Torum

Challenge 3 (700 XP)

Proficiency Bonus +2

Body Bite (1/Day). While the spirit has at least 10 hit points, a friendly creature can use a bonus action to take a bite out of the spirit. The spirit takes 3d4 piercing damage, and the creature regains a number of hit points equal to the damage taken.

Regeneration. The spirit regains 4 hit points at the start of each of its turns if it has at least 1 hit point.

Actions

Push. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage.

Spellcasting. The spirit's spellcasting ability is Wisdom (spell save DC 13). The spirit can cast the following spells, requiring no material components:

- ♦ **At will:** *Druidcraft**, *Thorn Whip** (deals no damage)
- ♦ **1/day:** *Animal Friendship**, *Charm Person**, *Entangle**





THINKING ABOUT ANTAGONISTS

Every adventure wants a compelling antagonist—a primary obstacle that stands in the heroes' way. When done correctly, they can become one of the most memorable elements of your game. Left unhindered, an antagonist would harm or at least disrupt the lives of the heroes and the people and places they care about. Antagonists are often characters with ambitions that drive them to stand at odds with the heroes. These characters are typically described as villains with self-serving aims and a willingness to harm others to get what they want. Some antagonists are forces of nature or supernatural phenomena that don't necessarily act with malicious intent, but are dangerous nonetheless.

As you approach crafting the antagonist of your adventure, keep in mind that they exist so that the heroes will have to confront them in some manner, and likely as the centerpiece of the adventure's climax. To help make that showdown one for the books, consider the following questions:

What drives the heroes to thwart the antagonist?

The heroes might have been hired to do it, or it might just be the right thing to do. But if it's personal, the heroes' victory over the antagonist is sure to be more meaningful and therefore more memorable.

What makes the antagonist unique?

Find ways to make them stick out in the players' minds. If the antagonist is a character, what peculiarities and affectations do they have? Do they have an interesting manner of speaking or wield an odd form of magic? If an aspect of nature is the looming threat, how is its presence felt or foretold?

If the antagonist is a character, do they deserve empathy?

An antagonist who we might empathize with can influence how players see them, and consequently how they'll approach dealing with them. Truly brutal, cruel, and monstrous antagonists might exist to have the heroes kick their teeth in. However, if you can create an antagonist who demands empathy despite their actions, you leave room for that character's transformation or even redemption. This often requires the heroes to learn more about the antagonist—to humanize them—in order to understand why they do what they do. See the table on this page for some inspiration for your antagonist's motivation.

Motivations for Antagonistic Behavior (d12)

d12	Motivations for Antagonistic Behavior
1	They have a different sense of right and wrong
2	They are driven by a reckless ambition/greed/pursuit of power
3	They have contempt for or are jealous of someone
4	They have to prove themselves
5	They are doing what they believe is necessary to protect what they value
6	They are a trickster by nature
7	They are dispassionate or distant, with a mind that operates in an alien manner
8	They are misguided or lack key information
9	They have a chip on their shoulder about something in their past
10	They are cursed
11	They act on behalf of a different group
12	They believe they have no choice

The Spectrum of Antagonists

One of the great joys in RPGs is when adventurers turn an enemy into a friend. This complicated relationship is rich, and the ongoing encounters with these characters can be quite rewarding for players. That doesn't mean that all antagonists are pals to be, however, and there's no guarantee that the players will have an appetite for friendship once an enemy crosses them. But as you plan your ongoing adventures, it might be helpful to think about your antagonists as existing on a spectrum. There are the antagonists that aren't all bad—the lovable scoundrels, the knights loyal to masters who may be unworthy of them, the reckless wizards in over their heads, the dumb lunks who don't know their own strength, etc. But then there are the true baddies—the villainous scum whose defeat is so sweet for the players.

The way this dynamic often plays out in stories is that the protagonist first encounters what they believe to be the villain, only to later discover the existence of the true big bad. In an RPG, that discovery is a chance to recontextualize how the players regard the other antagonists—the ones who aren't so bad by comparison. These characters might simply have goals that are at odds with the characters due to circumstance or misunderstanding. You might have an antagonist who the characters get along with, but they are sworn to an enemy. There could be a cursed warrior who has been tasked with capturing the characters in exchange for a cure. The options are limitless, but the point is that the evolving nature of the relationship that develops between them and the characters is a wonderful opportunity for satisfying storytelling.

Consider the Outcome

What happens when the heroes overcome the antagonist or at least thwart them? Often, we think of a large boss fight as the end of an adventure, but that's just the climax of the action. It's the fallout from the heroes' actions that will serve as the final note of an adventure. It's a beat that is too easily rushed. However, it's worth thinking about what "winning" looks like. Let the conclusion linger a bit—it was hard won, after all.

Below is a breakdown of approaches to handling your antagonist at the conclusion of an adventure once the heroes have overcome them.

Straightforward

This is the "we did it!" ending. Often, players just want to roll initiative, crack skulls, and feel good about the skulls they cracked along the way. They know that the antagonist is defeated and all will be right on Obojima. If that works for your players, there's no need to complicate it. Onward to the medal ceremony!

Bittersweet

This is the "at what cost?" ending. With victory comes lasting scars. Heroes might be forever changed. Evidence of a great battle might mark the landscape for years to come. The player might be left with mixed feelings about what it took to stop the antagonist. Perhaps only a few NPCs truly understand what was sacrificed to get there.

Redemption

This is the "I'm a good guy now" ending. There's no help for an antagonist who does villainous things simply because they are evil by nature. However, there are all sorts of reasons for an antagonist to stand in the way of the heroes, which means it's possible that, with the right words and/or actions, the heroes could actually turn the antagonist to their cause.

False Redemption

This is the "you always knew who I was" ending. The antagonist betrays the heroes only after convincing them they'd changed. It's a great way to propel a single adventure's antagonist into the role of a campaign's big bad.

Anticlimax

This is the "we'll meet again!" ending. The outcome is not conclusive, and it results in the antagonist and heroes going their separate ways. Though the heroes might have thwarted the antagonist's scheme, there are sure to be more confrontations down the road. Like the false redemption ending, this is a powerful way to conclude an adventure with the promise of a larger campaign.

Reversal

This is the "the bad guy was right" ending. It's possible that the heroes overcome the antagonist only to realize that perhaps their own actions were misguided, and that they were on the wrong side of the conflict. It's a tricky one to pull off, as it runs the risk of feeling like a moral bait and switch. If the reversal is something you think your players would enjoy, it's best to leave signposts in the adventure to seed doubt in the heroes. That way, the outcome is more likely to come across as plausible.

CREATURES

Below you will find a list of creatures that can be found throughout the island of Obojima. These creatures are listed in alphabetical order.



Acorn Crab

Medium Monstrosity, Neutral

Armor Class 16 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft., Climbing 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	6 (-2)	6 (-2)	6 (-2)

Skills Athletics +5, Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Challenge 2 (450 XP)

Proficiency Bonus +2

Great Heights. When the acorn crab falls from a height of 10 feet or higher, it can make a Slam attack at the end of the fall. When it does so, it takes no falling damage.

Actions

Multiattack. The acorn crab makes two Pinch attacks.

Pinch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, plus an extra 3 (1d6) damage for every 10 feet the acorn crab fell before the attack.

Acorn Crab

Although their name implies a small, nut-sized creature, acorn crabs are enormous land crabs that have a penchant for climbing into trees and dining on acorns. They are territorial and will defend their trees, sometimes falling from great heights and using their shells as battering rams to smash interlopers far below.



Akaobata

Akaobata are hoarders and covetors of truths and secrets. Reveling in the power and delight brought from knowing some unknown truth about another person—especially if that secret causes great consternation.

Though the stories of the Akaobata aren't well known among the islanders, those who do know of the spirit will advise you to keep out of the affairs of such a creature—Failing to do so will have you engrossed by its cursed games, unaware of how to escape.

Akaobata's Gift

Akaobata is said to approach a creature and offer a gift in exchange for an answer to their question. These gifts are rumored to be as simple as a meal in desperate times, or as lavish as a priceless piece of art. The gift however should not be of concern to the creature whom the Akaobata has



Akaobata

Medium Spirit, Chaotic Neutral

Armor Class 16 (natural armor)

Hit Points 45 (10d8)

Speed 0 ft., Flying 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	11 (+0)	15 (+2)	16 (+3)	20 (+5)

Skills Deception +8, Insight +9, Perception +9

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Darkvision 60 ft., Truesight 15 ft., Passive Perception 19

Languages Common, Naku Naku, Torum

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Incorporeal Movement. The Akaobata can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Limited Magic Immunity. The Akaobata can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Actions

Cursed Touch. Melee Spell Attack: +8 to hit, reach 5 ft., one creature. *Hit:* 19 (4d6 + 5) psychic damage, and it must make a DC 16 Wisdom saving throw. On a failed save, the target's emotions are overwhelmed with fear, hate, sorrow, confusion, or regret. When a creature fails this saving throw, the Akaobata becomes emboldened until the end of the turn, gaining access to its bonus action options.

Bonus Actions

The following bonus actions can only be taken by the Akaobata while it is emboldened.

Fleeting Strengths. The Akaobata chooses a creature it can see within 60 feet of it. The target must succeed on a DC 16 Wisdom saving throw or be cursed by the Akaobata's intrusive magics. This magical curse causes the target to lose proficiency in one saving throw or skill of the Akaobata's choice. The curse lasts until it is lifted by a **Remove Curse*** spell or similar magic.

Levitate. The Akaobata casts **Mass Levitate** (save DC 16), requiring no material components. Its spellcasting ability for this spell is Charisma.

Power of Whispers. The Akaobata chooses up to two creatures it can see within 60 feet of it. Each target must succeed on a DC 16 Constitution saving throw or take 9 (1d8 + 5) psychic damage and become Restrained until the end of its next turn.

parleyed with, but rather its question. As for most, the question of the nefarious spirit is often unanswerable, and the Akaobata will only accept the truth.

The bargain must be honored if a deal is struck with an Akaobata. If the deal is broken, the consequences can be disturbing.

Broken Deal

If a creature is unable to answer the Akaobata’s question, the spirit will haunt the deal breaker until its side of the bargain is fulfilled — a process the Akaobata enjoys more than anything else. These haunts have started with minor pestering and stalking, to devious tricks and dangerous actions.

In Death

If an Akaobata has struck a bargain, until that bargain is met, death on the physical realm is only temporary— Over time it will eventually return to its gravesite—a process that can take days or even months. Once returned, it seeks out the fulfillment of its unfulfilled bargains, often reinvigorated by actions one has taken to flee its question.

Bearracuda

The fur-covered bearracuda fish live on the snowy slopes of Mount Arbora and are synonymous with the dangers of traveling at the heights of the mountain. Though the practice is uncommon now, there was a time when large bands of fisherman and trackers would hunt the predator for its meat and furs, but due to the practice’s high casualty rate and the rise in popularity of potion crafting, it became easier and more lucrative for islanders to go after smaller fish.



Bearracuda

Large Beast, Unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 0 ft., Flying 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (–4)	10 (+0)	5 (–3)

Skills Perception +4, Stealth +3

Senses Passive Perception 14

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Aquatic Memory. The Bearracuda can move under and through heavy snow as if it weren’t difficult terrain. While moving through snow, the Bearracuda has advantage on Dexterity (Stealth) checks.

Pacifying Light. If the Bearracuda becomes Blinded by a light-based effect, it must also succeed on a DC 13 Constitution saving throw or fall Unconscious for 1 minute, until it takes damage, or until a creature uses an action to shake or slap it awake.

Actions

Chomp. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Reactions

Drag. When the Bearracuda successfully grapples a creature that is its size or smaller, it moves up to its speed, carrying the Grappled creature with it.



Cat of Prodigious Size

Huge Beast, Neutral

Armor Class 13 (natural armor)

Hit Points 115 (11d12 + 44)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	19 (+4)	7 (–2)	12 (+1)	12 (+1)

Skills Perception +4, Stealth +6

Senses Passive Perception 14

Languages —

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Keen Smell. The Cat of Prodigious Size has advantage on Wisdom (Perception) checks that rely on smell.

Light on Its Feet. When the Cat of Prodigious Size falls and isn't Incapacitated, it can subtract up to 200 feet from the fall when calculating falling damage.

Actions

Multiattack. The Cat of Prodigious Size makes two attacks: one with its Chomp and one with its Paw.

Chomp. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 32 (4d12 + 6) piercing damage, and if the target is a Medium or smaller creature, it is Grappled (escape DC 16). Until this grapple ends, the target is Restrained, and the Cat of Prodigious Size can't bite another target.

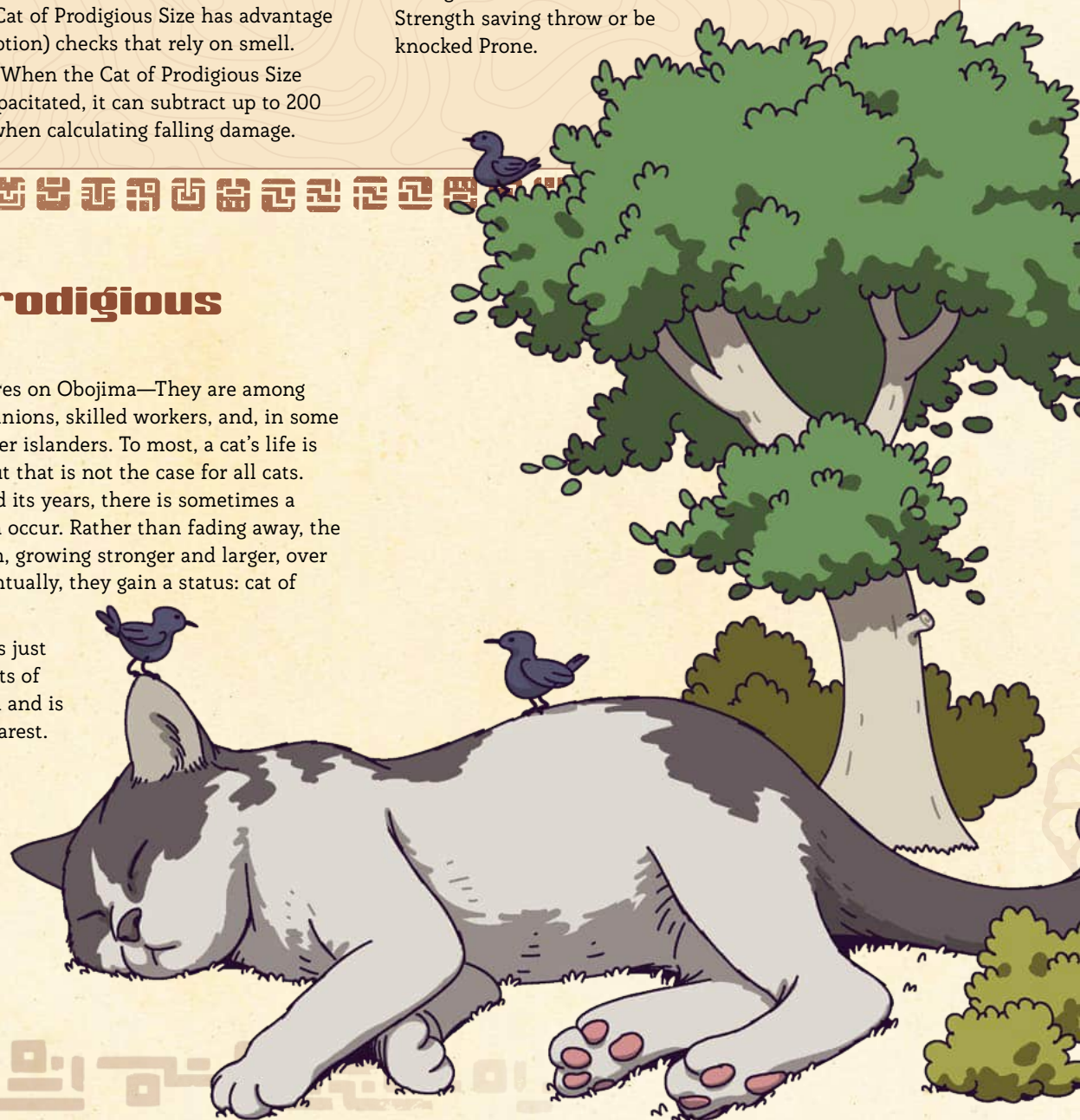
Paw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Leaping Strike. The Cat of Prodigious Size pulls its body low to the ground before leaping vertically 90 feet into the air. While in the air, the Cat of Prodigious Size can make a Paw attack before slamming back down to the ground. Each creature within 20 feet of the Cat of Prodigious Size when it lands must succeed on a DC 17 Strength saving throw or be knocked Prone.

Cat Of Prodigious Size

Cats are beloved creatures on Obojima—They are among the most loyal of companions, skilled workers, and, in some cases, even peers to other islanders. To most, a cat's life is considered too short, but that is not the case for all cats. When a cat lives beyond its years, there is sometimes a transformation that can occur. Rather than fading away, the cat continues to flourish, growing stronger and larger, over several years, until eventually, they gain a status: cat of prodigious size.

This transformation is just one of many that the cats of Obojima can go through and is regarded as one of the rarest.





Clone Of Viota

Medium Spirit, Neutral

Armor Class 12

Hit Points 58 (13d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	17 (+3)	12 (+1)	12 (+1)

Saving Throws Int +5, Wis +3

Skill Any two skill proficiencies

Damage Resistances Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Blinded, Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 11 (13 if proficient in Perception)

Languages Common, Naku Naku, Torum

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Innate Spellcasting. Clone of Viota's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Clone of Viota can innately cast the following spells, requiring no material components:

- ♦ **At will:** *Prestidigitation**, *Retrieve*, *Task*
- ♦ **1/day each:** *Invisibility**, *Misty Step**

Lessons Learned. If any Clone of Viota has fought a creature before, the current Clone of Viota can choose at the start of combat to either have advantage on all attack rolls made against that creature or advantage on saving throws against effects created by that creature.

Shared Experience. Any Clone of Viota can spend 1 minute to perfectly recall an experience that one of her other clones had. This is true even if that clone has been killed.

Actions

Multiattack. The Clone of Viota makes two Spectral Pass attacks.

Spectral Pass. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 3) force damage.

Clone Of Viota

Viota is a powerful spirit that takes the form of a little girl made of black smoke. She has hundreds of bodies, all of which look like this same unsettling and somehow disarming young lady. Each of her clones has a unique personality and is living out its life somewhere on the island. Though each of these clones has a different personality, some of which are kind and caring, while others are dangerous and cruel, they are all connected. What one clone experiences, so do the others.

Member of Society

Viota goes by many names and holds hundreds of professions. She lives on every corner of the island and dines with all types of people, very few of which, truly understand what Viota is. In one town, she might be a young witch apprentice studying to join a coven alongside dozens of other students. In another settlement, she might be the guard captain or owner of the local inn. At all times, she is loved, hated, admired, and feared by those around her.

Danger to Society

Not every one of Viota's clones are kind individuals—Some are quite the opposite. They can be as cruel and manipulative as a demon or as dangerous and wild as a feral beast. Some of these clones have found ways to live within the confines of society, while others are cast out to the areas of the island that few people wish to travel to. It's these clones that most wish to avoid at all costs.

Mystery of her Magic

At some point in the last few decades, an unknown witch was able to tap into Viota's magic and summon one of her clones through the use of the Shadow Child potion. To this day Viota is unsure how this happened and does whatever she can to stop the use of that potion.



When picking the Skills for the Clone of Viota, be aware that this may also affect other traits of this creature.



Corrupted Muk

Corrupted muk are shallow mockeries of humanoid form that emerge from pools of Corruption to wander about. Apparently mindless, corrupted muk don't seem to have any agency, but they can suddenly act as a single entity if alerted.

Muk-Filled Mystery

Only a week after the tsunami brought the Corruption onto the eastern side of the island it began to move and gradually coalesce into more and more human-like forms that then huddled together or shambled about in a seemingly mindless manner. Some who have encountered corrupted muk have speculated that the Corruption may have some intelligence, trying to mimic life. Some temple sages have said that each corrupted muk is an Obojiman who was taken in the disaster and that each muk slain is a spirit released back to the island.



Corrupted Muk

Medium Undead, Neutral Evil

Armor Class 11

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	11 (+0)	3 (-4)	6 (-2)	5 (-3)

Senses Passive Perception 8

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Endless Resource. If the Corrupted Muk is standing in a pool of Corruption or is connected to the greater Corruption in some way, it regains 10 hit points at the start of its turn; its Persistent Disease trait also automatically activates immediately after the Corrupted Muk dies.

Persistent Disease. There is a 15 percent chance that 1 week after a Corrupted Muk is killed, a new Corrupted Muk materializes in the location where the previous one died.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.



“Nope. I have no idea what they were. When I saw them get up out of the muck, I ran like the wind.”

—Mikko,
sheep dragon shepherd



Crawler

These demons inhabit swamps and forests, masquerading as mossy outcroppings or thick foliage as they wait in ambush for unsuspecting prey. It transfixes its prey with its hypnotizing eye before enveloping and draining its victim of its inner self and its memories. Although a crawler doesn't kill its victim itself, it condemns them to the dangerous Brackwater Wetlands without understanding the world around them, which usually means easy pickings for one of the swamp's other dangerous predators.

Why these demons take the memories of poor travelers isn't known, but it is understood that these creatures revel in the consumption of them.



Crawler

Large Fiend (Demon), Neutral

Armor Class 15 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	11 (+0)	5 (+2)	10 (+1)

Skills Perception +6, Stealth +8

Senses Darkvision 120 ft., Passive Perception 16

Languages Torum

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Hypnotic. A creature that starts its turn within 30 feet of the Crawler must succeed on a DC 12 Wisdom saving throw. On a failed save, the creature must use all of its movement to get as close to the Crawler as possible.

Natural Camouflage. The Crawler has advantage on Dexterity (Stealth) checks made to hide in swamp or wetland terrain.

Actions

Multiattack. The Crawler makes two melee attacks.

Squeeze. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, it must also make a DC 12 Intelligence saving throw. On a failed save, the target loses its memory of the last 24 hours. The target regains these memories if it is targeted by the **Greater Restoration*** spell.

Stomp. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.



Cuddle Bug

There are areas within the wilderness where cuddle bugs live within the earth, cold and dormant, until something stands or sleeps on the ground above them. When that happens, cuddle bugs swiftly cluster to feed on the warmth, leaving their victim exhausted or fatally drained of life. Generally, a campfire is enough to draw a cuddle bug out, but once it goes out, any remaining cuddle bugs will seek out other sources of heat.

“There’s nothing cuddly about those blasted, frozen pests.”
—Postmaster Miranda Escalante



Cuddle Bugs have no intention of killing their victims, often times the bugs will leave after they have sufficiently drained a creature. That said, death is not unheard of from victims of the dangerous creatures



Cuddle Bug

Tiny Beast, Neutral

Armor Class 12 (natural armor)

Hit Points 14 (4d4 + 4)

Speed 20 ft., Burrowing 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +5

Damage Vulnerabilities Cold

Damage Immunities Fire

Senses Darkvision 30 ft., Passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Heat Consumption. A creature that starts its turn within 5 feet of the Cuddle Bug gains 1 Freeze Point, affecting the creature as detailed below. (The effects of Freeze Points stack.)

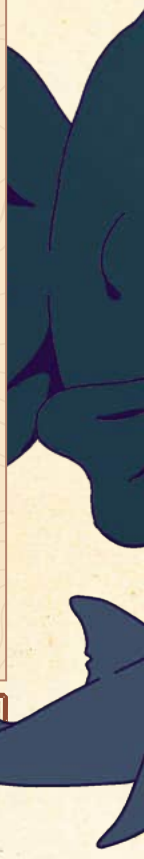
Accumulated Freeze Points	Effects
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1-3	The creature has a -2 penalty to all attack rolls.
4-8	The creature can't add its proficiency bonus to any Dexterity checks or Dexterity saving throws.
8-13	The creature suffers one level of Exhaustion. This level of Exhaustion goes away when the creature no longer has any Freeze Points.
14-17	The creature's speed is halved, and it can use either an action or a bonus action on each of its turns, not both
18 or more	At the start of each of the creature's turns while it's not unconscious, it takes 5 cold damage.

A creature can remove all accumulated Freeze Points by taking at least 1 fire damage or finishing a short or long rest.

Actions

Drain Heat. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 5 (1d8 + 1) cold damage, and the Cuddle Bug regains hit points equal to half the damage dealt.



Deep Angler

This enormous, predatory fish has the uncanny ability to cast an illusion around its lure to fit what its prey most responds to. A curious adventurer might see a floating chest of treasure, a swimmer in distress, or an empty boat floating on the surface—whatever gets its prey to come a bit closer for a better look. The deep angler has even been known to lunge onto the shore to swallow its prey, and then wriggle back into the water, making anything on the shoreline fair game.

"Damn, thing ate my dingy."
—Paloma Clintock



Deep Angler

Gargantuan Monstrosity, Unaligned

Armor Class 14 (natural armor)

Hit Points 186 (12d20 + 60)

Speed 10 ft., Swimming 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	21 (+5)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Con +9, Wis +5

Skills Perception +9, Stealth +4

Senses Darkvision 300 ft., Passive Perception 19

Languages —

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Illusionary Lure. The Deep Angler can create an image of an object, effect, or creature, which surrounds its lure, causing the chosen effect to look as if it were floating in space. The image can't create sound or smell, and physical interaction with the image reveals it to be an illusion, since things can pass through it.

Actions

Multiattack. The Deep Angler makes two attacks: one with its Chomp and one with its Lure.

Chomp. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage, and the target is swallowed if it is a Large or smaller creature. A swallowed creature is Blinded and Restrained, has total cover against attacks and other effects outside the Deep Angler, and takes 11 (2d10) bludgeoning damage at the start of each of the Deep Angler's turns.

The Deep Angler can hold up to 3 creatures in its mouth at a time. If the Deep Angler takes 15 damage or more on a single turn from a creature inside it, the Deep Angler must succeed on a DC 19 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which enters an empty space within 10 feet of the Deep Angler. If the Deep Angler dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement.

Lure. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be Blinded until the end of its next turn.



Minor Demon

Small Fiend (Demon), Chaotic Evil

Armor Class 13 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 30 ft., Flying 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	13 (+1)	9 (-1)	12 (+1)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Darkvision 120 ft., Passive Perception 9

Languages Common, Torum

Challenge 2 (450 XP)

Proficiency Bonus +2

Intrusive Thoughts. A creature that starts its turn within 10 feet of the Demon must succeed on a DC 11 Intelligence saving throw or allow the Demon's magic to influence its mind until the end of its next turn. A creature under this effect takes an extra 4 (1d8) psychic damage whenever it is hit by the Demon's Chomp attack.

Magic Resistance. The Demon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Demon makes two attacks: one with its Chomp and one with its Spectral Pass.

Chomp. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Spectral Pass. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) necrotic damage.

Demon

Demons are corrupted spirits, banished from the Spirit Realm and left to wander the physical world. There are a wide variety of demons that range in type as widely as spirits do. To read an overview of demons in Obojima go to page 7)



Tormented

For the most part, demons cause varying forms of disturbance and mayhem as their unsettled nature cannot abide beauty, silence, or stillness. Many believe that demons can be released from the curse of their nature and returned to their spirit form by resolving their turmoil and healing their past, but that is a belief held by few who have come to meet a demon in their lifetime.

Path to Exile

There are many strange and contorted paths to becoming a demon, but the tale as old as Obojima, is that of the spirit who stepped beyond a line set in stone by natural order. When this creature becomes truly cruel, filled with malice, and devoid of love and its body becomes too weak to hold the wickedness festering inside itself — it starts its transformation.

Rumors say that under certain circumstances, even physical beings can become demons, but it takes a long time for their obsessions and perceptions to warp them beyond their humanity and into demonic form.



Dragon

The dragons on Obojima come in all sizes, shapes, and demeanors. Some are playful, some are lazy, some are sagacious, and some are downright dumb. There are dragons that live high in the mountains or deep underground, and there are dragons that roam around and might take up residence in a farmer's barn or curl up under a bridge. Dragons can be animalistic and they can also be intellectual, so it's always good to know what kind of dragon you're encountering before you attempt to commune with one.

Honored Guests

Most Obojimans believe that dragons are guardians of the island, and there are many legends that tell of dragons bringing good luck, good fortune, and other supernatural boons to people and to the land. A dragon that takes up residence on a farm is afforded all the hospitality from a good scale scrubbing to home-cooked meals, and a dragon that lives within a hill overlooking a town is certain to have a shrine dedicated to it heaped with flowers, food, and other offerings.

Ancient Elders

Across Obojima, temples and shrines to dragons are one way to encounter these massive and sometimes magical beasts but it's wise to remember that not all dragons are benevolent. Some dragons guard treasure or secrets and others may even find humans somewhat delicious. Some dragons have been on Obojima for a very long time and their memories can stretch back a thousand years or more. In that time, a dragon has seen generations come and go, making human needs and lives seem as insignificant as a leaf falling on an autumn evening.



Dragon

Large Dragon, Neutral

Armor Class 16 (natural armor)

Hit Points 82 (11d10 + 22)

Speed 30 ft., Climbing 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Con +4, Cha +4

Skills History +3, Insight +4, Perception +4

Senses Blindsight 15 ft., Darkvision 60 ft., Passive Perception 14

Languages Common

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Resting Protections. While the Dragon is Unconscious, it can't become affected or detected by spells of 3rd level or lower.

Actions

Chomp. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Draconic Charm. One Humanoid the Dragon can see within 30 feet of it must succeed on a DC 12 Wisdom saving throw or be magically Charmed for 1 day. The Charmed target obeys the Dragon's spoken commands. If the target suffers any harm from the Dragon or another creature or receives a harmful command from the Dragon, the charm ends. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to this Dragon's Draconic Charm for the next 24 hours.





Dragon Frog

Medium Dragon, Neutral

Armor Class 15 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	8 (-1)	11 (+0)	10 (+0)

Saving Throws Dex +4, Con +4

Skills Athletics +6

Senses Darkvision 60 ft., Passive Perception 14

Languages Understands Common and Naku Naku but can't speak

Challenge 1 (200 XP)

Proficiency Bonus +2

Magic Removal. When a creature or object becomes enclosed within the Dragon Frog's mouth, any spell of 3rd level or lower on the target ends.

Standing Leap. The Dragon Frog's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Chomp. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Pulling Tongue. The Dragon Frog lashes out its tongue at a Medium or smaller creature or object it can see within 25 feet of it. If the target is a creature, it is pulled to an unoccupied space within 5 feet of the Dragon Frog, unless it succeeds on a DC 12 Strength saving throw. If the target is an object, it falls to the ground at the Dragon Frog's feet; if the object is being worn or carried by a creature, the creature must succeed on a contested Strength check or have the object pulled away from it.

Legendary Actions

Quick Attack. Immediately after the Dragon Frog pulls a creature with its Pulling Tongue, it makes a Chomp attack against it.

Dragon Frog

Dragon Frogs are formidable monsters that once roamed the island as towering behemoths whose steps left villages in shambles—in today's age, they are the domesticated workhorse of the Nakudama people. For centuries the dragon frog has been shaped by Nakudama culture and desires, which in return have changed the creature irrevocably. In the Nakudama Age, it was common for dragon frogs to grow to heights of 60 to 100 feet tall; now the average dragon frog is no larger than a donkey.

Near Extinction

During the Age of Nakudama, it became common for great warriors to hunt Dragon Frogs. In certain stories, this was also said to be a method by which one could gain knighthood from the queen. Although most records on this are lost, there is a document that has over a hundred written accounts of slain dragon frogs.

Historians believe it was also during this time when the monarchy began to tame them.

Elder Dragon Frog

Most Nakudama would say that elder dragon frogs haven't existed in centuries. However, it doesn't stop the myth and rumor that some are still alive on the island today—hiding from the mighty forces of the long-since dissolved Nakudama armies. Little to no proof has been offered as to where these creatures are hiding, but some academics believe that there is some legitimacy to these claims.



Gargantuan Dragon, Neutral Evil

Hit Points 210 (12d20 + 84)

Speed 90 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	21 (+5)	13 (+1)	16 (+3)

Skills Athletics +14, Deception +9, History +11, Perception +7. Stealth +14

Languages Common, Naku Naku

Challenge 17 (18,000 XP) **Proficiency Bonus +5**

Magic Removal. When a creature or object becomes enclosed within the Dragon Frog's mouth, any spell of 6th level or lower on the target ends.

Standing Leap. The Dragon Frog's long jump is up to 90 feet and its high jump is up to 45 feet, with or without a running start.

Actions

Chomp. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage, and the target is swallowed if it is a Large or smaller creature. A swallowed creature is Blinded and Restrained, has total cover against attacks and other effects outside the Dragon Frog, and takes 11 (2d10) bludgeoning damage at the start of each of the Dragon Frog's turns.

The Dragon Frog can hold up to three creatures in its mouth at a time. If the Dragon Frog takes 20 damage or more on a single turn from a creature inside it, the Dragon Frog must succeed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which enters an empty space within 10 feet of the Dragon Frog. If the Dragon Frog dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 10 feet of movement.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 13 (1d10 + 8) slashing damage.

Croak (Recharge 5-6). The Dragon Frog lets out a ground-shaking croak that warps the environment in a 90-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw. On a failed save, a target takes 66 (12d10) thunder damage and is pushed 15 feet away from the Dragon Frog. On a successful save, the target takes half as much damage and isn't pushed.

If the Dragon Frog has any creatures in its mouth when it uses its Croak, they all fall Prone in unoccupied spaces within 15 feet of the Dragon Frog.

Legendary Actions

The Dragon Frog can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon Frog regains spent legendary actions at the start of its turn.

Claw. The Dragon Frog makes a Claw attack.

Leap. The Dragon Frog leaps into the air before slamming back down to the ground. Each creature within 30 feet of the Dragon Frog when it lands must succeed on a DC 22 Strength saving throw or be knocked Prone.

Pulling Tongue (Costs 2 Actions). The Dragon Frog lashes out its tongue at a Huge or smaller creature or object it can see within 30 feet of it. If the target is a creature, it is pulled to an unoccupied space within 5 feet of the Dragon Frog, unless it succeeds on a DC 22 Strength saving throw; the Dragon Frog can then make a Chomp attack against it as part of this same action. If the target is an object, it enters the Dragon Frog's mouth; if the object is being worn or carried by a creature, the creature must succeed on a contested Strength check or have the object pulled away from it.



"Shake the rug, and sweep the floor,
dustbunny, dustbunny, out the door!"
—song often heard
in Obojima villages



Dustbunny

Tiny Elemental, Unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses Passive Perception 13

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Like the Wind. The Dust Bunny's movement doesn't provoke opportunity attacks.

Actions

Kick. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Dust Kick. The Dust Bunny kicks up dust at a creature it can see within 10 feet of it. The target must succeed on a DC 11 Constitution saving throw or become Incapacitated and begin sneezing uncontrollably until the end of its next turn.

Jump. The Dust Bunny disappears in a poof of dust, teleporting up to 20 feet to an unoccupied space it can see.

Dustbunny

Dustbunnies are relatively harmless, often pesky critters that live within towns and out on the plains and grasslands in deep burrows. There are many stories about dustbunnies, the most common one being a cautionary tale to keep your house or shop swept clean as it can quickly become overrun by dustbunnies. Some believe they were created by Obojima and are therefore good luck, so they allow the critters to multiply in droves, but many just think it an excuse to get out of housework. Whatever the case, most towns have their fair share of dustbunnies and live in relative harmony with them.



Field Giant

Field Giants are large and docile nature spirits known for crafting the winds that roll across the western foothills of the island. They're enthralled with how the gentle breezes interact with the world around them—Which is why they're often spotted gazing off in the distance. Because of this, locals have made a habit of placing pinwheels out on clotheslines to encourage the wind-making spirit to dry their garments.

Not Predator, Not Prey

These giant spirits have grown to become one with the environment, yet they seem to take nothing from it. Unlike most creatures on Obojima, they need not sleep, or eat.



Field Giant

Gargantuan Spirit, Unaligned

Armor Class 16 (natural armor)

Hit Points 108 (8d20 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	17 (+3)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +6

Senses Darkvision 300 ft., Passive Perception 16

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Keen Sight. The Field Giant has advantage on Wisdom (Perception) checks that rely on sight.

Without Need. The Field Giant doesn't require food, drink, or sleep.

Actions

Tail Slap. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, and if the target is Huge or smaller, it must succeed on a DC 16 Strength saving throw or be pushed 30 feet away from the Field Giant.





Fish Folk

Medium Humanoid (Fish Folk), Chaotic Neutral

Armor Class 12 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft., Swimming 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	7 (-2)

Skills Perception +5

Senses Darkvision 120 ft., Passive Perception 15

Languages Common

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Limited Amphibiousness. The Fish Folk can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Lucky Fool (1/Day). When the Fish Folk would fail an ability check by rolling a 5 or lower on the die, it can choose to replace the die roll with a 12 instead.

Actions

Multiattack. The Fish Folk makes two melee attacks: one with its Chomp and one with its Sword.

Chomp. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Fish Folk

Fish folk are fish-like humanoid creatures who live under the Shallows in grottoes and caves. They are generally unpleasant and enjoy marauding along the coastline in their makeshift boats. To many Obojiman's they are considered the Howlers of the sea. While the overall number of fish folk is small, they are pesky, persistent, and opportunists. When they raid villages, they usually do so with a dozen or fewer bandits, and often when the villagers expect it least.

Fish Folk in General

Most fish folk live in the Shallows and are divided into two kingdoms, those under the rule of the Lionfish King and deepsea fishfolk under the rule of Venomous Rex. Almost all deepsea fish folk are tainted by the Corruption and afflicted by its horrific, skeletonizing effects making them desperate and oftentimes unwell.

Villains and Cutthroats

Both kingdoms of fish folk are pirates and bullies, demanding tribute from all who roam their waters. These threats are often hollow, but will do the trick, as most islanders would rather pay to end a fish folk interaction than to save a few gold.



"Whatever. It. Takesssss."
—Venomous Rex



Lionfish King

The Lionfish King is proud, temperamental, and dangerous, yet not wholly beyond the reach of reason. His bristling mane of spines often betrays his mood—whether fair or foul. The Lionfish King’s whims are like the weather and his cares range from himself, to the Corruption, to finding a royal bride, and back to himself again. For more on the Lionfish King, see “Domain of the Lionfish King” in the Locations chapter.

“Pff! All this talk of the Nakudama and their web footed wizardry! All I need is a ship, a crew, and a sword to forge the greatest kingdom in history!”
—the Lionfish King



Lionfish King

Large Humanoid (Fish Folk), Chaotic Neutral

Armor Class 15 (Chain Shirt)

Hit Points 93 (11d10 + 33)

Speed 30 ft., Swimming 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	13 (+1)	11 (+0)	16 (+3)

Saving Throws Dex +5, Con +6, Int +4, Cha +6

Skills Deception +6, Intimidation +9, Perception +6, Persuasion +9

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 16

Languages Common

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Limited Amphibiousness. The Lionfish King can breathe air and water, but it needs to be submerged at least once every 12 hours to avoid suffocating.

Lucky Fool (2/Day). When the Lionfish King would fail an ability check or miss with an attack roll by rolling a 5 or lower on the die, he can choose to replace the die roll with a 15 instead.

Actions

Multiattack. The Lionfish King makes three attacks: one with his Chomp and two with his Cutlass.

Chomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Cutlass. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Poisonous Spray. *Ranged Weapon Attack:* +5 to hit, range 15/30 ft., one target. *Hit:* 19 (3d12) poison damage. Whether the attack hits or misses, the target and each creature within 5 feet of it must succeed on a DC 14 Constitution saving throw or become Poisoned until the end of its next turn.

Bonus Actions

Royal Decree. The Lionfish King commands a Fish Folk that can hear him to use its reaction to make an attack against a creature that he can see.





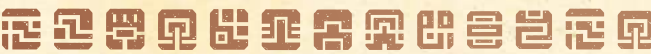


Giant Jellyfish

Of the many sea creatures that now call the sky their home, the giant jellyfish are regarded as some of the most beautiful. Travelers who have seen the migrations of the giant jellyfish time and time again are still awestruck when they arrive each year. The gentle giants are content to float gracefully on the wind, undisturbed by others, and a vision of tranquility to the world below—This is why artists over the years have used them as the source of inspiration for many iconic works of art on the island.

Festivals

The most famous migration of giant jellyfish is also one of the largest festivals on Obojima—the Great Jellyfish Migration Festival that is held every year in Sky Kite Valley. At the end of summer, without fail, a vast school of giant jellies floats east to west across the Land of Hot Water, eventually hitting the peak of the great mountain. It's here where they complete their journey by rolling down the slopes of Mount Arbora, along the coastline of Sky Kite Valley, and out to sea. People from all over come to see this amazing event of spectacular beauty.



Giant Jellyfish

Gargantuan Beast, Unaligned

Armor Class 15 (natural armor)
Hit Points 87 (7d20 + 14)
Speed 0 ft., Flying 20 ft., Swimming 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	15 (+2)	1 (-5)	4 (-3)	10 (+0)

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 7
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Amphibious. The Giant Jellyfish can breathe air and water.
Toxins. A creature that comes in physical contact with a Giant Jellyfish must succeed on a DC 12 Constitution saving throw or take 3 (1d6) poison damage and become Stunned until the end of its next turn.



Giant Koi

Giant Koi are enormous carp that languidly float through the sky. They don't appear to bother much with the land below other than to dip down to eat some grasses or shrubs from a hillside or mountaintop but most seem to never need food. The giant koi come in many different colors and patterns, and some have become famous over the centuries. There are some old books that describe giant koi that are floating through the skies today and it is unknown how long they live as they have no natural predators—at least until the arrival of the Hunter.

Bringers of Good Fortune

Giant koi are revered and considered heralds of good fortune by most of Obojima's inhabitants. Even though giant koi roam the skies freely, they tend to stay around a certain place, becoming mascots of towns and villages that hold festivals in their honor, and it's common to see children (and adults) wearing giant koi fish hats and flying kites that look like their local giant koi.

Valuable Scales

Although it is greatly frowned on, treasure hunters and witches go to areas where giant koi have been in hopes of finding a scale that has been shed from these magnificent creatures. There has only been one recorded giant koi that has fallen to earth as the result of predation by the Hunter. This resulted in the largest cache of giant koi scales ever taken which were then used to build a shrine dedicated to the great fish. Most other scales usually wind up in temples or shrines for all to see.

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Giant Koi

Gargantuan Beast, Unaligned

Armor Class 25 (natural armor)

Hit Points 1,110 (60d20 + 480)

Speed 0 ft., Flying 60 ft., Swimming 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	27 (+8)	1 (-5)	7 (-2)	17 (+3)

Senses Darkvision 120 ft., Passive Perception 8

Languages —

Challenge 25 (75,000 XP) **Proficiency Bonus** +8

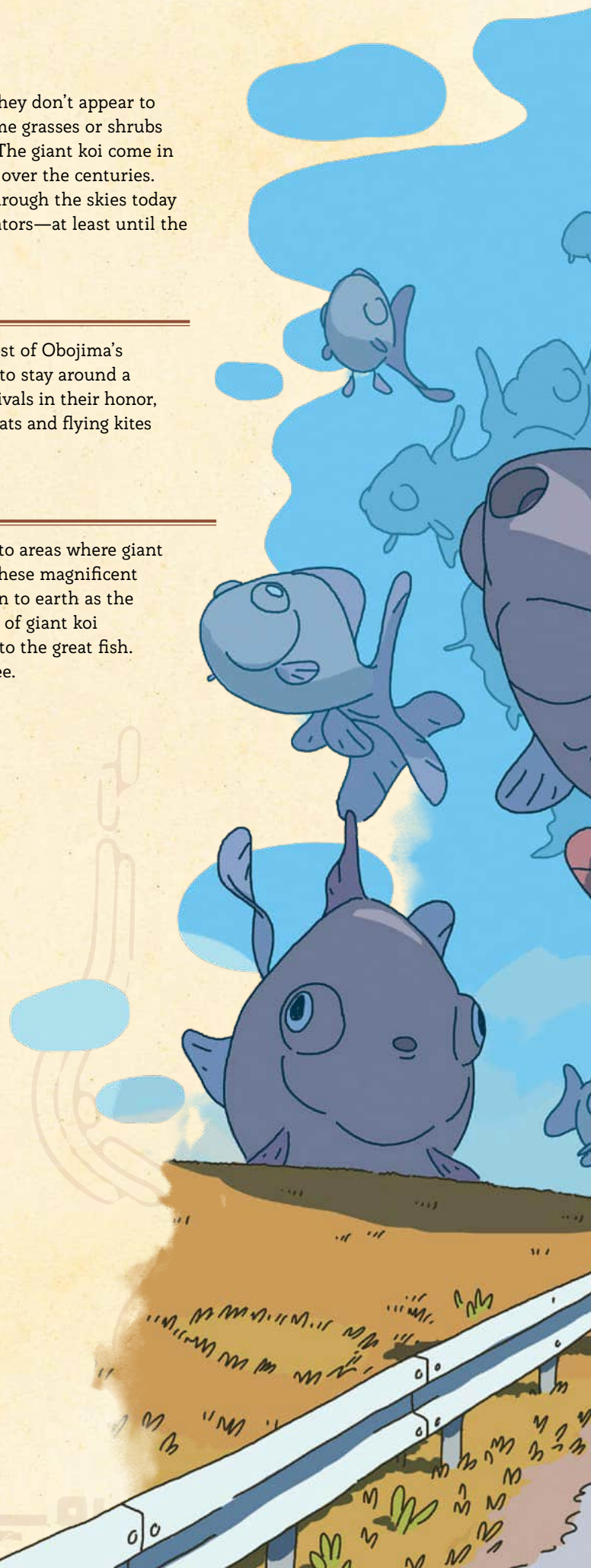
Amphibious. The Giant Koi can breathe air and water.

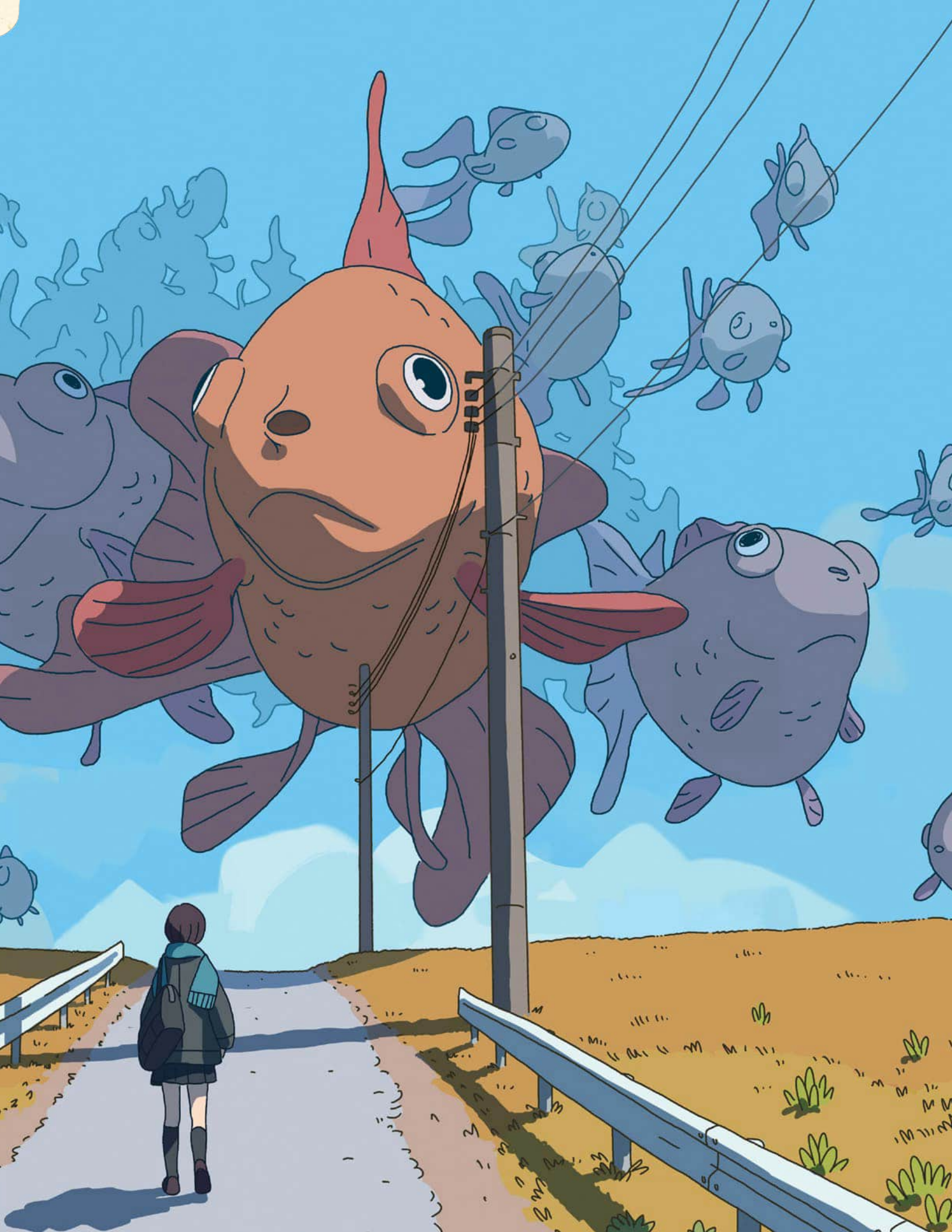
Actions

Multiattack. The Giant Koi makes three Slam attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage.

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Goro Goro

The Goro Goro, also known as the Sake Demon, is a dangerous and feared monster that stalks small settlements and towns—being one of the few creatures on the island that only eats humanoid. Its hatred for meats unflavored by the sweetness of alcohol has earned it its reputation for hunting drunkards leaving bars or parties.

Stories

Before encountering a goro goro, people say they've seen a bottle of booze presented beautifully on a small table in the woods or even the raucous noise of a party calling their name just off the beaten path. Others, too drunk to comprehend the dangers, have walked straight to the sweet smell of the Goro Goro's giant sake cup, never to be seen again.



Goro Goro

Large Fiend (Demon), Neutral Evil

Armor Class 17 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	19 (+4)	12 (+1)	10 (+0)	6 (-2)

Saving Throws Int +4, Wis +3

Damage Resistances Psychic

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Torum

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Cursed Form. The Goro Goro can't regain hit points, except through the use of its Delectable Flavor trait.

Delectable Flavor. The Goro Goro regains 3 (1d6) hit points whenever it hits a creature with its Chomp attack that is drunk or affected by its Drunken Aura.

Drunken Aura. Any creature hostile to the Goro Goro that starts its turn within 20 feet of the Goro Goro must make a DC 15 Constitution saving throw, unless the Goro Goro is Incapacitated. On a failed save, the creature is inebriated by potent fermented magic until the start of its next turn. While inebriated in this way, a creature takes a -4 penalty to all ability checks and attack rolls.

Actions

Multiattack. The Goro Goro makes two attacks: one with its Claw one with its Chomp.

Chomp. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage.

Giant Sake Cup. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 16 (2d12 + 3) bludgeoning damage, and if the target is a Medium or smaller creature, it must make a DC 12 Dexterity saving throw. On a failed save, the creature is trapped under the Goro Goro's giant sake cup. A trapped creature is Blinded and Restrained, has total cover against attacks and other effects outside the giant sake cup, and suffers one level of exhaustion at the end of each of its turns.

A trapped creature or an ally within 5 feet of the giant sake cup can try to lift it with a DC 15 Strength (Athletics) check, ending its effects on a success. The effect also ends early if the Goro Goro makes another Giant Sake Cup attack or otherwise lifts the cup.

Hammer Gull

Hammer gulls are enormous gulls that are known for dropping large rocks on their prey—usually giant crabs and mollusks—to crack their shells and get at the flesh. But hammer gulls are not the brightest of birds and have been known to simply drop boulders on all manner of things including houses, boats, and beachgoers. Thus, hammer gulls are considered dangerous pests by Obojimans and are chased away if they get too close for comfort.

There are some who have found ways to domesticate hammer gulls and use them as mounts by hatching one of their eggs and raising them by hand. These “gull-tamers” are known throughout Obojima as being a cast of odd characters, cut from a different cloth, and usually as loony as the gulls themselves.



Hammer Gull

Large Beast, Neutral

Armor Class 13

Hit Points 30 (4d10 + 8)

Speed 10 ft., Flying 80 ft., Swimming 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	15 (+2)	6 (-2)	14 (+2)	10 (+0)

Skills Perception +4

Senses Passive Perception 14

Languages understands Common but can't speak

Challenge 1 (200 XP)

Proficiency Bonus +2

Keen Sight. The Hammer Gull has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The Hammer Gull makes two Peck attacks.

Peck. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Boulder Drop. *Ranged Weapon Attack:* +5 to hit, range 120/240 ft., one target. *Hit:* 16 (3d8 + 3) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked Prone.



“There’s nothing like flying on a hammer gull, until that sucker sees a fish and then you’ve gotta hang on for dear life.”

—Hatto, gull-tamer



Harpy

The origin of harpies is shrouded in mystery. Some say they are cursed humans, a long-lost coven of witches who dabbled with forbidden magic. Others say that the harpies came to Obojima from beyond the horizon and are from a different world entirely. Whatever the truth is, what is certain is that harpies are generally raucous, aggressive, and uncouth. They are prone to acts of bullying, piracy, and they enjoy larceny in all its forms. They are often found in gangs of three or more, and rare is the harpy who speaks with a civil tongue and does not at some point resort to vulgarity or name-calling when dealing with others.

Harpies see people as rubes (at best) and as food (at worst). Harpies enjoy tormenting the innocent, and the more sheltered and naive the person is, the more the harpies enjoy shocking them with their lack of couth and civility. The thing a harpy hates most is ambivalence, so the bigger the reaction, the more inwardly pleased a harpy is.

Islanders think of the harpies as wretched souls who are best left alone to their own wickedness. They are considered cursed and magical creatures, so some witches are curious to know if things like a harpy's spit, a talon, a lock of hair, or a feather would have some magical properties for brewing potions, but to this day, no one has been willing to take the risk to find out.



Harpy

Medium Monstrosity, Neutral Evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft., Flying 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	13 (+1)

Senses Passive Perception 10

Languages Common

Challenge 1 (200 XP)

Proficiency Bonus +2

Blood Frenzy. The Harpy has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Dive Bomb. If the Harpy misses its attack while flying, its movement doesn't provoke opportunity attacks from the target.

Actions

Multiattack. The harpy makes two attacks with its Claws.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Reactions

Battle Fury (1/Day). If a Harpy sees an ally fall unconscious or die, it makes a Claw attack or gains 5 temporary hit points (its choice).



"Despite their loathsome qualities, there's something about harpies that is to be admired. They are completely free from social niceties and self-censorship which I find refreshingly honest and, when they're not lying, there's a clarity to their communication that can't be misinterpreted."

—Fienne



Hill Dragon

Hill dragons are notoriously aggressive and territorial—Which paired with their long hunting treks throughout the Gale Fields, has earned them a “flee on sight” command by the Courier brigade. They often accumulate a layer of sod, dirt, and debris on their backs, which bonds with their clay-like bodies. This hallmark grassy coat of the hill dragon is not just an outcome of their life sleeping in the fields but also perfect ambush camouflage when hunting the fast and elusive Sheep Dragon.

Eggs

Looking like pumpkin-sized acorns, hill dragon eggs can remain dormant in the ground for a year or more before they hatch. Hill dragon eggs are usually buried out of sight, but certain flowers like to grow around burial pits giving their positions away, and egg-hunting hogs can be trained to sniff them out.

Not known for powerful maternal instincts, hill dragons lay their eggs in clutches all across the plains, dales, and rolling hills of Obojima.



“You can walk right over a hill dragon and not even know it until it wakes up, all hissing and spitting, and tries to bonk you on the head with that tail of his. I’ve had soooo many picnics wrecked that way.”

—Chloe, AHA archaeologist

Hill Dragon

Large Beast, Unaligned

Armor Class 15 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 50 ft., Burrowing 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	15 (+2)	4 (-3)	10 (+0)	5 (-3)

Skills Stealth +7

Senses Passive Perception 10

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Hunting Prowess. If the Hill Dragon didn’t make an attack on its previous turn, its speed increases by 15 feet. This benefit can stack up to three times (a maximum increase of 45 feet). Once the Hill Dragon makes an attack, its speed resets to normal.

Actions

Multiattack. The Hill Dragon makes two attacks: one with its Chomp and one with its Claw.

Chomp. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked Prone.

Bonus Actions

Use of Terrain. The Hill Dragon takes the Hide action; it can only use this bonus action if it is in a field or grassy environment.

Howlers

Howlers are monsters, and if there's one thing in all of Obojima that gives villagers the most grief and worry, it's howlers. They're responsible for more raids on farmhouses, stolen livestock, and pillaged wagons than any other creature on Obojima.

Howlers are fairly large, hyena-like humanoids that live in endlessly squabbling packs led by the most crafty or the most combative among them. Most of the howler population live in burrows and dens throughout the Gale Fields, but there are small gangs that live in the wildernesses all across Obojima.

Howler Worldview

Howlers generally see the rest of the world as resources to be taken or a toy to be played with. They have little empathy, which is why they don't see an issue with taking something they want, even if that means robbing and stealing to get it. Their main desires are food, territory, and trophies to impress their pack and their leader, known as "snarlers". Howlers sleep when their snarler does, and even then it's only for a few hours a day, so they are almost always active in seeking whatever will get them more favor and status within the group.

A howler clan can be a mix of scheming, toadying, raucous, and indifferent, with brief bursts of showboating from their snarler to establish dominance.

Rogue Howler

Not every howler belongs to a pack, and these "rogue" howlers are among the most aggressive and dangerous and are often the ones that cause concern among villages.

Public Enemy

Most Obojimans know of howlers and it is one of the reasons why villagers take at least some instruction from the sword schools or resident fighters so that they can defend their crops, livestock, and merchandise. Despite the warnings, there are always those who believe howlers are misunderstood and just need a hug, but more often than not, they come back from their missions of mercy missing teeth or not at all.

Howler Yipper

Howler Yippers are the bottom of the pecking order in a howler pack making them both craven and surly. Yippers spend their limited brain power bullying, stealing, and generally messing around. Most yippers work hard to curry favor with their superiors by bringing offerings and heaps of flattery, but it is in their nature to do acts of mischief and destruction, so they inevitably incur wrath and punishment from their elders.

Howler Snarlers

Howler Snarlers are often the leaders of howler packs due to their great strength and keen intellect but they are also the ones most susceptible to flattery and greed. A snarler's day is spent showing the clan just how much of a snarler they are—bossing other howlers around, making big barking sounds, and leading raids to get food and loot.

A snarler's life is usually short, often ending in betrayal at the hands of the next snarler or failure of a grandiose stunt.

Howler Stalkers

Although howlers are pack monsters, some howlers shy away from the clan, preferring to lurk in the scrublands or in the darkness where they can move unseen and more easily ambush prey. These howler stalkers are the ones that you don't hear barking a mile away and that you don't see coming. While the pack as a whole can take down large game once every several outings, the stalkers may not take down a massive beast, but they never return empty-handed.

Snarlers and stalkers have a tenuous relationship within howler clans, and it's often a threat for snarlers to have more than a handful of stalkers in a pack as snarlers always like to know where their enemies are coming from.

Howler Yipper

Medium Humanoid (Howler), Chaotic Neutral

Armor Class 15 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	6 (-2)	10 (+0)	7 (-2)

Skills Perception +2

Senses Darkvision 60 ft., Passive Perception 10

Languages Howler

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Sleep Deprived. The Howler has advantage on saving throws against being charmed or magically put to sleep.

Actions

Chomp. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Reactions

Discouraging Chuckle. When a creature misses the Howler with an attack, the Howler must release a gut curling bout of laughter, provided it has its reaction available. The next time the attacker makes an attack roll or ability check before the end of its next turn, it must roll a d4 and subtract the number rolled from the total.

"He's got a howler's smile."
—an Obojiman way to say someone
is untrustworthy



Howler Snarler

Medium Humanoid (Howler), Chaotic Neutral

Armor Class 15 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Senses Darkvision 60 ft., Passive Perception 10

Languages Howler

Challenge 2 (450 XP)

Proficiency Bonus +2

Lead by Example. If the Howler hits a creature with its first attack on its turn, it can forgo its second attack to bolster its allies. Each friendly creature that saw the Howler make the attack gains a +2 bonus to its attack rolls until the end of its next turn.

Sleep Deprived. The Howler has advantage on saving throws against being charmed or magically put to sleep.

Actions

Multiattack. The Howler makes two attacks: either one with its Chomp and one with its Club, or two with its Longbow.

Chomp. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

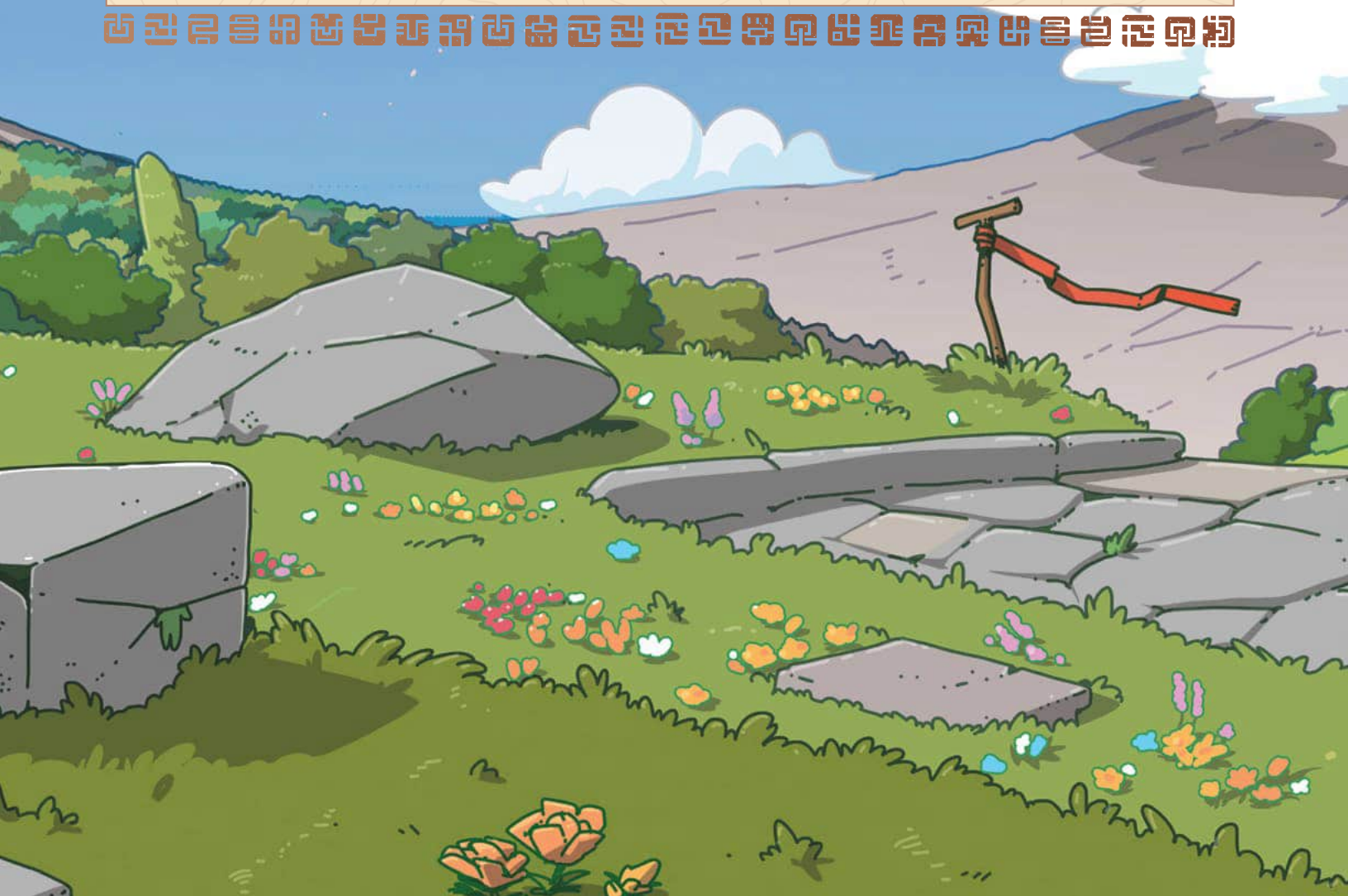
Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Regroup. Each friendly creature within 20 feet of the Howler can move up to half its speed without provoking opportunity attacks.

Reactions

Discouraging Chuckle. When a creature misses the howler with an attack, the howler must release a gut curling bout of laughter, provided it has its reaction available. The next time the attacker makes an attack roll or ability check before the end of its next turn, it must roll a d4 and subtract the number rolled from the total.



Howler Stalker

Medium Humanoid (Howler), Chaotic Neutral

Armor Class 15 (Studded Leather)

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	8 (-1)	12 (+1)	8 (-1)

Saving Throws Dex +4

Skills Perception +5, Stealth +7, Survival +5

Senses Darkvision 60 ft., Passive Perception 15

Languages Howler

Challenge 1 (200 XP)

Proficiency Bonus +2

Tricky Maneuver. If the Howler hits a creature with its first Longbow attack on its turn while hidden, it can forgo its second attack to take the Hide action.

Paranoid. The Howler can't be surprised.

Sleep Deprived. The Howler has advantage on saving throws against being charmed or magically put to sleep.

Actions

Multiattack. The Howler makes three attacks: one with its Chomp and two with its Shortsword. Alternatively, it makes two attacks with its Longbow.

Chomp. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Reactions

Discouraging Chuckle. When a creature misses the howler with an attack, the howler must release a gut curling bout of laughter, provided it has its reaction available. The next time the attacker makes an attack roll or ability check before the end of its next turn, it must roll a d4 and subtract the number rolled from the total.



The Hunter

The Hunter is the second of the “Three Great Beasts” of Obojima—a title given to the creatures that are said to be chosen by the island as its protectors. The Hunter is the largest among the three: a towering stork that swallows whole the Giant Koi that float through the sky and creates violent crashing waves when it glides across the ocean surface. It is the embodiment of natural beauty and is regarded by the islanders as a symbol of Obojima’s will.

Historic Past

The Hunter has been roaming Obojima for centuries. Historic records claim that the Hunter first appeared during the Age of Nakudama, where it fought a colossal sea snake that had wrapped itself around the top of Mount Arbora. This is just one of the great beast’s many feats, as tales throughout history speak of the Hunter’s triumphs.

Truth or Legend?

The Hunter, like all of the great beasts, is an animal, and it obeys its natural desires and needs. However, most islanders assign the Hunter goals which they think it has come to the island to achieve. The most common of these ideas is that the Hunter was summoned by the island to protect its people from whatever is beyond the Shallows.



The Hunter

Gargantuan Beast, Neutral Good

Armor Class 25 (natural armor)

Hit Points 512 (25d20 + 250)

Speed 60 ft., Flying 240 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	20 (+5)	30 (+10)	15 (+2)	20 (+5)	20 (+5)

Saving Throws Str +19, Dex +14, Wis +14

Skills Intimidation +23, Perception +23

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Prone, Stunned

Senses Darkvision 240 ft., Passive Perception 33

Languages understands Common and Torum but can't speak

Challenge 30 (155,000 XP) **Proficiency Bonus** +9

Legendary Resistance (5/Day). If the Hunter fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. Unless it wishes to be affected, the Hunter is immune to spells of 6th level or lower. It has advantage on saving throws against all other spells and magical effects.

Magic Weapons. The Hunter's weapon attacks are magical.

New Life. When the Hunter dies, a new great beast is born into the world.

Spirit of Obojima (1/Day). If the Hunter drops below 250 hit points, it automatically regains 100 hit points.

Actions

Multiattack. The Hunter makes three attacks: two with its Claw and one with Peck.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage.

Peck. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) piercing damage.

Inspiring Presence. Each creature of the Hunter's choice that is within 1,000 feet of the Hunter and aware of it gains inspiration and 19 (3d12) temporary hit points. Once a creature benefits from the Hunter's Inspiring Presence, it can't do so again until 7 days have passed.

Legendary Actions

The Hunter can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Hunter regains spent legendary actions at the start of her turn.

Peck. The Hunter makes a Peck attack.

Spiral Flight (Costs 2 Actions). The Hunter briefly pulls its wings in while twisting its body. Each creature on top of the Hunter must succeed on a DC 22 Strength (Athletics) check or be thrown in a random direction 30 feet away from the Hunter. In addition, creatures flying within 30 feet of the Hunter are pushed 15 feet away from it.

Swallow (Costs 2 Actions). The Hunter attempts to engulf a creature it can see within 20 feet of it. The target creature must succeed on a DC 22 Dexterity saving throw or be swallowed by the Hunter. A swallowed creature is Blinded and Restrained, it has total cover against attacks and other effects outside the Hunter, and it takes 21 (6d6) bludgeoning damage at the start of each of the Hunter's turns.

If the Hunter takes 30 damage or more on a single turn from a creature inside it, the Hunter must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the Hunter.

If the Hunter dies, a swallowed creature is no longer Restrained by it and can escape from the corpse by using 20 feet of movement, exiting Prone.

Thunderous Beak (Costs 3 Actions). The Hunter hisses and clacks its enormous beak, which creates a deafening sound that can be heard for miles. Each creature, other than the Hunter, within 150 feet of the Hunter must make a DC 20 Constitution saving throw; a swallowed creature automatically fails this save. On a failed save, a creature takes 55 (10d10) thunder damage and becomes Deafened for 24 hours or until it is target by a **Lesser Restoration*** spell. On a successful save, the creature takes half as much damage and isn't Deafened.



Kafuka

Kafuka are small and meek bird-like humanoids that live all across the island—The polar opposite to the rowdy harpies. They claim a small copse of trees, which they call their domain, and it is here that they rule over the tiny woodland creatures that happen to wander through. Though the Kafuka often keep to themselves, if a creature were to disturb their domain, they're known to be quite cruel and unrelenting—Going as far as branding children as punishment.

The First of its Kind

The first of the Kafuka were said to once be children, who, at some point, were cursed by the island as punishment for their misdeeds. These stories still propagate on the island, but it's more common for people to believe them to be one of the many odd creatures that inhabit the woods.



Kafuka

Small Monstrosity, Neutral

Armor Class 14 (natural armor)

Hit Points 49 (11d6 + 11)

Speed 30 ft., Climbing 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	14 (+2)	16 (+3)	17 (+3)

Skills Arcana +4, Insight +5, Perception +5, Stealth +5, Survival +5

Senses Darkvision 60 ft., Passive Perception 15

Languages Common

Challenge 2 (450 XP)

Proficiency Bonus +2

Innate Spellcasting. The Kafuka's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- ♦ **At will:** *Animal Messenger**, *Control Animal*, *Detect Magic**, *Druidcraft**, *Locate Animals or Plants**, *Swallow Magic*
- ♦ **2/day each:** *Beast Transmutation*, *Forest Guard*, *Pacify Person*, *Water Bullet*
- ♦ **1/day:** *Butterfly Storm*

Mimicry. The Kafuka can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 13 Wisdom (Insight) check.

Speak with Beasts. Kafuka can comprehend and verbally communicate with Beasts as if they shared a language.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d4 + 3) slashing damage.

Summon Swarm (2/Day). If available, the Kafuka causes a group of tiny woodland animals to form a swarm and attack a creature that the Kafuka can see. This swarm of woodland creatures uses the Swarm of Rats* stat block and immediately disperses when it takes damage



Lion's Blume

Medium Plant, Unaligned

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	4 (-3)	7 (-2)	3 (-4)

Condition Immunities Blinded, Deafened

Senses Blindsight 60 ft. (blind beyond this radius),
Passive Perception 8

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Thorn-Covered. If the Lion's Blume attempts to grapple a creature, the target takes 2 (1d4) piercing damage whether the grapple succeeds or not. While Grappled by the Lion's Blume, the target takes 2 (1d4) piercing damage at the start of each of its turns.

Actions

Chomp. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Lion's Blume

Lion's blume is a most peculiar and troublesome plant, feared by beekeepers yet sought after by brewers. Its golden-hued petals are charming to the eye, but at the very heart of this plant lies a gaping maw, ready to snap shut upon any unfortunate bee (or beekeeper) that strays too near. Beekeepers often speak ill of the lion's blume, calling it a weed, for it decimates their hives with alarming efficiency.

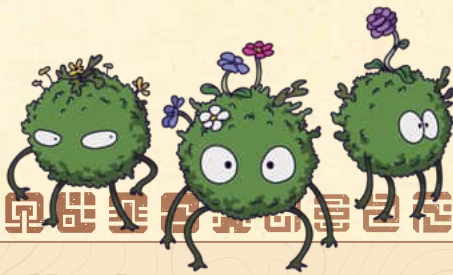
Pride and Prejudice

The flower grows in clusters, known as "prides," scattered across the windy moors of the Coastal Highlands. Each pride has its own family, or lineage, and it is quite common to find them in silent battle, their roots entwined in a fierce competition, each trying to choke the life from neighboring prides. Because of this natural competition, being kind to one lion's blume plant may incur the jealous wrath from its nearby neighbors.

Dangerous but Useful

Despite its ill reputation, brewers hold the lion's blume in high regard. Its milky sap is prized for concocting rare and curious beverages, while the sharp, tooth-like structures within the flower are often harvested for other uses. Thus, though many may curse its presence, there are those who wander the moors in search of the elusive lion's blume, ever mindful of its significant bite.





Mosslings

Tiny spirit, Unaligned

Armor Class 9

Hit Points 10 (4d4)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	8 (-1)	11 (+0)	10 (+0)	10 (+0)	12 (+1)

Senses Passive Perception 10

Languages Torum

Challenge 0 (10 XP)

Proficiency Bonus +2

Actions

Perfume Poof. The mossling can cast *Pacify Person* at will, and its spell save DC is 11.

Mosslings

Mosslings are shy woodland spirits that are easily mistaken for clumps of vegetation or small, moss-covered stones. Because they are inquisitive, mosslings will follow a band of travelers while doing their best to remain camouflaged. If befriended, mosslings have also been known to show adventurers hidden areas of the forest that are sacred or magical as well as give them trinkets from the forest to mark their friendship. Mosslings are almost always found in groups but each has their own quirky personality.

Pixies

Pixies are mischievous spirits that enjoy interacting with the Material Realm. Pixies feed off of emotions, so it is generally the case that the more frustrated or reactionary one gets with them, the more they respond by being naughty and insolent. The more stoic and implacable one is, the more relaxed and agreeable the pixies are.

They're considered the definition of a pest spirit, which is why most Obojimans tolerate pixies at best and despise them at worst.

Pixie

Tiny Spirit, Neutral Good

Armor Class 14 (natural armor)

Hit Points 15 (6d4)

Speed 30 ft., Flying 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	14 (+2)	15 (+2)	12 (+3)

Skills Perception +4, Stealth +8

Senses Passive Perception 14

Languages Common

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Magic Resistance. The Pixie has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The Pixie's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- ♦ **At will:** *Druidcraft**, *Jolt*, *Root Grab*, *Transparency*
- ♦ **1/day each:** *Confusion**, *Control Animal*, *Detect Thoughts**, *Entangle**, *Obscure Object*, *Pacify Person*, *Sleep**, *Whelm Weapon*

Actions

Gift of Flight. The Pixie magically grants a creature it can see a Flying speed of 30 feet. The creature keeps its Flying speed, as long as the Pixie is holding its breath. The Pixie can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds). The Pixie can only grant this effect to one creature at a time, and when the effect ends, it must wait 1 minute before using it again.

Postal Knight

A postal knight is an elite member of the Courier Brigade, an order of knights dedicated to the protection and delivery of parcels. Operating in small squads, they brave treacherous roads, bandit ambushes, and magical hazards to ensure that vital packages reach their destinations.

Sworn in through a ceremonial oath, these warriors embrace the motto, “Deliverance through delivery” and the rigorous training it takes to become a knight reflects their dedication to their sacred task.

The ranks of the Courier Brigade are led by the Postmaster General, a figure of great respect, who oversees operations from the guild’s headquarters in Yatamon. Most of their ceremonies take place in the First Age city and at Fort Harglo in the Gale Fields.

Obojimans as a whole respect and support postal knights and it is well known that every postal knight has a home anywhere on the island—all they have to do is knock and food and shelter shall be theirs.

Though their purpose may seem humble, postal knights take great pride in their service, embodying the true spirit of guardianship. For them, every delivery makes a difference.



Postal Knight

Medium Humanoid (Any Race), Any Good Alignment

Armor Class 15 (breastplate)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Skills Arcana +2, Perception +5, Stealth +3, Survival +5

Senses Passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Actions

Multiattack. The Postal Knight makes two melee attacks or three attacks with its Sling.

Frying Pan. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Sling. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Bonus Actions

Defensive Cooking. When wielding a frying pan, the Postal Knight can gain a +1 bonus to AC until the end of its next turn.

Reactions

Brother in Arms. If damage is dealt to a friendly creature within 5 feet of the Postal Knight, the Postal Knight and the target each take half of the damage dealt, splitting the damage between them.



“A letter isn’t just a piece of paper. A package isn’t just a box. These things bind the island, they connect us. If a postal knight fails, the heart and mind of Obojima stop working.”

—Postmaster Miranda Escalante



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Speed 30 ft

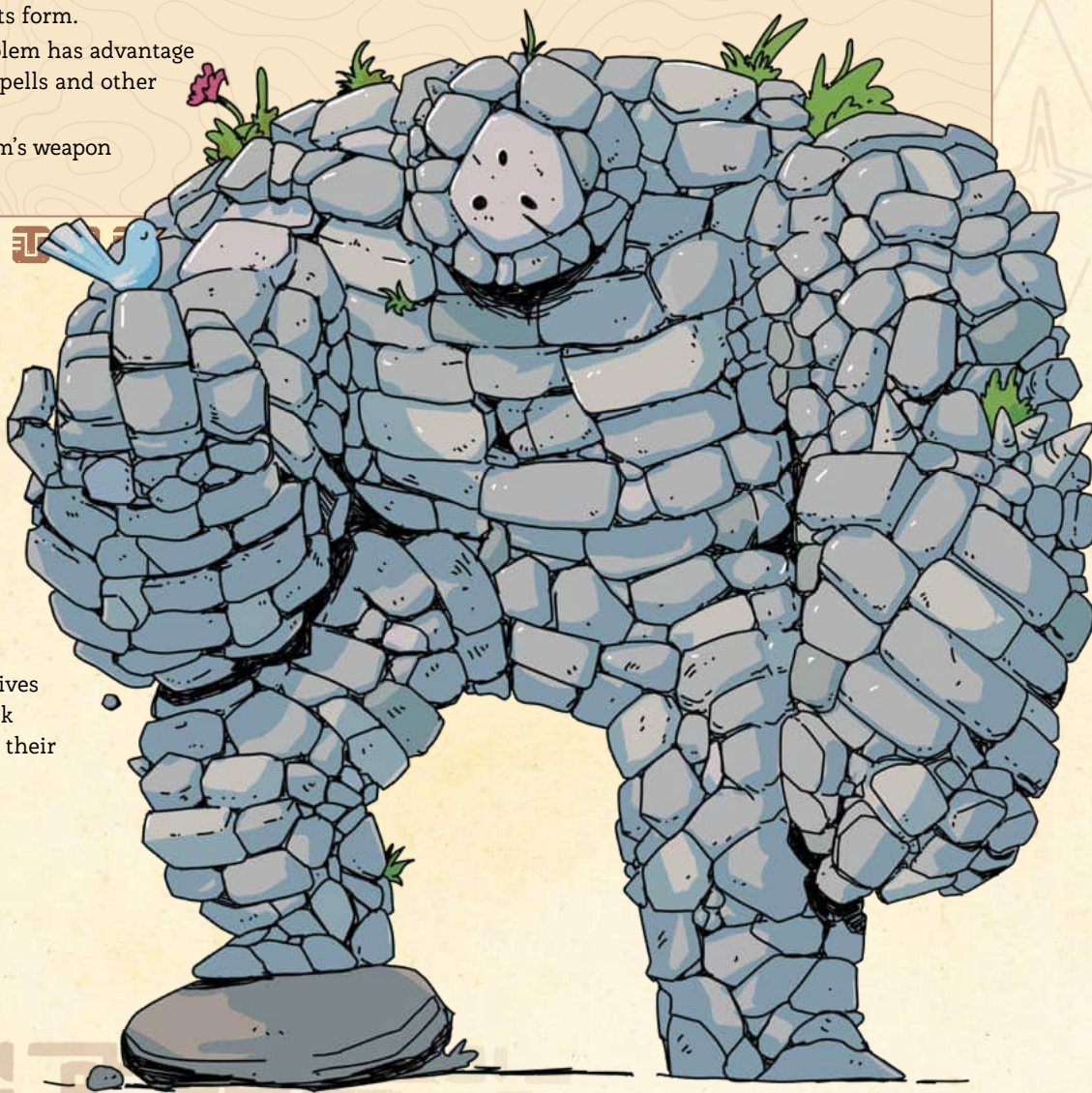
STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	7 (-2)	11 (+0)	1 (-5)

Proficiency Bonus +4

Magic Weapons. The golem's weapon attacks are magical.

The golem returns to its original form at the start of its next turn, shunting any creature in its space to another unoccupied space within 5 feet of it.

These strange creatures are said to be the embodiment of wayward travelers who passed away during a building collapse. In their current form, they're incredibly territorial and don't often stray far from their den. Some believe they're bound to the land where their lives were taken, others seem to think they're guarding the remains of their previous body.



Seaweed Elemental

Terrifying tales of seaweed elementals are told in many of the taverns along the Obojiman coastline—sailors wrapped in swaths of green kelp and being dragged to the bottom of the Shallows are a common thread in stories that send chills down the spine. For the most part, the Shallows are clear of kelp, so spotting a seaweed elemental is easy for a vigilant sailor, but for those who wish to explore the underwater realm, a seaweed elemental is a serious threat, especially if one wanders into its domain.



Seaweed Elemental

Large Elemental, Neutral

Armor Class 14 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft., Swimming 90 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	5 (-3)	9 (-1)	8 (-1)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Blindsight 60 ft., Passive Perception 9

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Entangling Form. A creature that touches the Seaweed Elemental or hits it with a melee attack while within 5 feet of it must succeed on a DC 14 Strength saving throw or become Restrained by the elemental. At the start of each of the Restrained creature's turns, it takes 5 (1d10) bludgeoning damage as the tendrils of seaweed squeeze it. The Restrained creature can spend its action to attempt the saving throw again, ending the effect on a success. If the elemental moves more than 10 feet away from the Restrained creature, the effect ends.

False Appearance. If the Seaweed Elemental is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the Seaweed Elemental move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the Seaweed Elemental isn't ordinary seaweed.

Mostly Clumps. The Seaweed Elemental can move through a space as narrow as 5 inches wide without squeezing.

Actions

Multiattack. The elemental makes two Slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 3 (1d6) poison damage.



Sheep Dragon

These playful creatures are known to live among the rolling hills alongside livestock and other grazing beasts. Although their name and serpent-like body might confuse some, the sheep dragon is not a dragon, but rather more akin to a dog. These odd creatures aren't known to be violent but do have a variety of tools to protect themselves when they feel they're in danger.

Iconic Symbol

The sheep dragon is often regarded as the epitome of goodness and authenticity on the island. They're seen as a symbol of freedom and unwavering kinship, which is why their likeness can be found all throughout villages and towns as a way to let travellers know they're welcome.



Sheep Dragon

Large Beast, Unaligned

Armor Class 14

Hit Points 75 (10d8 + 30)

Speed 20 ft., Flying 90 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	5 (-3)	10 (+0)	7 (-2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages understands Common but can't speak

Challenge 3 (700 XP)

Proficiency Bonus +2

Rush. If the sheep dragon moves at least 20 feet in a straight line, during which it moves within 5 feet of a creature and flies past it, that creature must make a DC 14 Strength saving throw. On a failed save, the creature is pulled 10 feet in the direction the sheep dragon is moving and knocked prone, and the sheep dragon doesn't provoke an opportunity attack from it. On a successful save, the creature isn't pulled or knocked prone, and if it makes an opportunity attack against the sheep dragon, it does so with disadvantage.

Actions

Multiattack. The sheep dragon makes two attacks: one with its bite and one with its headbutt. Alternatively, it makes three wind pistol attacks.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Headbutt. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Wind Pistol. *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.



Skeletal Fish

Medium Swarm of Tiny Beasts, Unaligned

Armor Class 13 (natural armor)

Hit Points 35 (10d8 - 10)

Speed 0 ft., Flying 40 ft., Swimming 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	9 (-1)	1 (-5)	4 (-3)	2 (-4)

Damage Resistances Piercing, Slashing

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned

Senses Blindsight 60 ft. (blind beyond this distance), Passive Perception 7

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

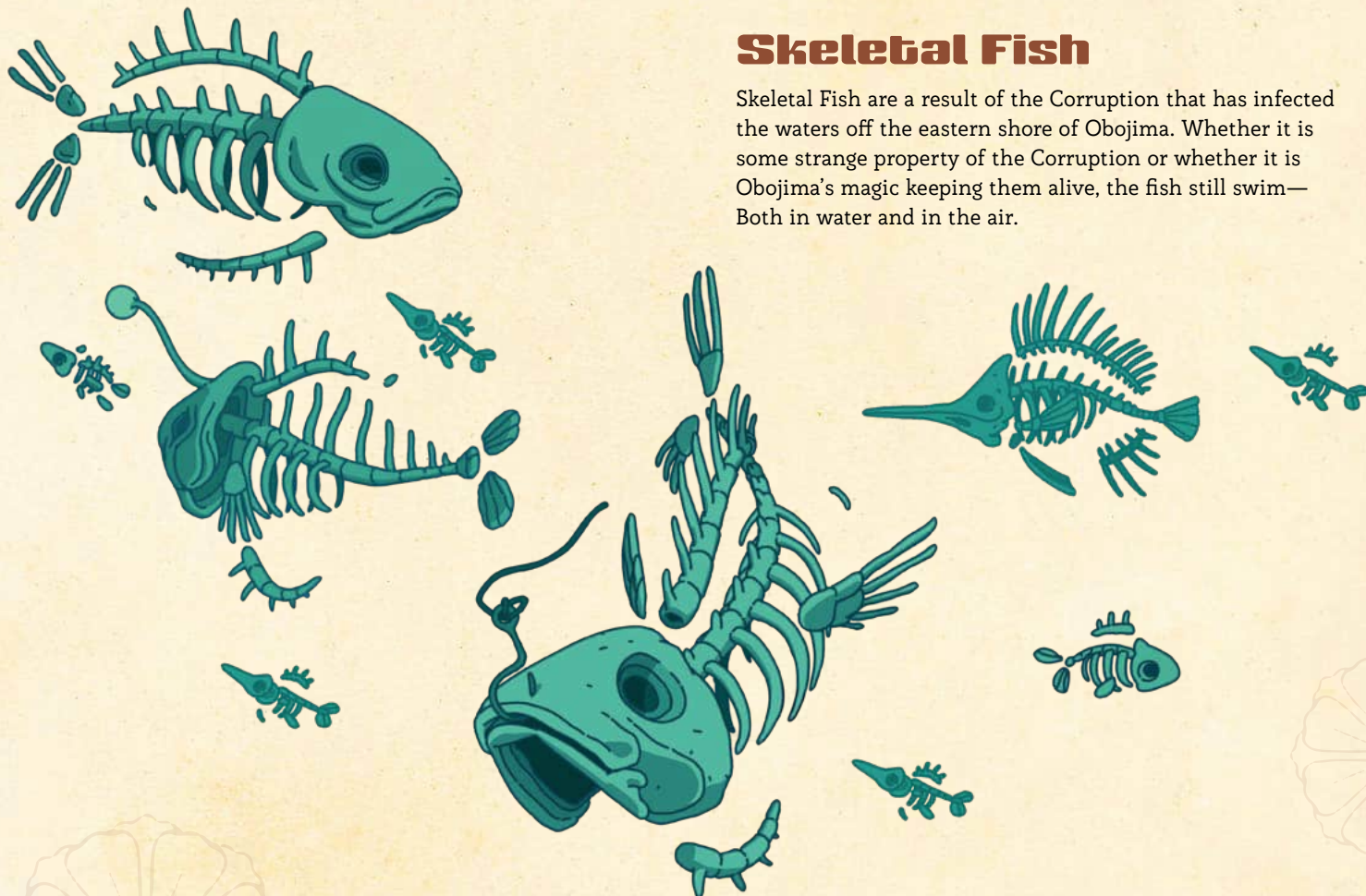
Shrapnel. If a creature within 5 feet of the swarm hits it with a melee attack while the swarm isn't underwater, the creature must make a DC 10 Wisdom saving throw as bits of tiny bones pelt it. On a failed save, the creature flinches, giving it disadvantage on the next attack roll it makes this turn.

Skeletonized. The swarm doesn't require air, food, drink, or sleep.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny fish. The swarm can't regain hit points or gain temporary hit points.

Actions

Chomp. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 16 (4d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage if the swarm has half of its hit points or fewer.



Skeletal Fish

Skeletal Fish are a result of the Corruption that has infected the waters off the eastern shore of Obojima. Whether it is some strange property of the Corruption or whether it is Obojima's magic keeping them alive, the fish still swim—Both in water and in the air.

Sky King

The Sky King is the first and the oldest of the “Three Great Beasts” of Obojima—and perhaps the oldest being on the island. Its age is so great that its body, which was once a majestic glistening shark with a blue hue that was said to make the skies look dull, is now rendered to cartilage and bone. Still, the great beast continues to soar through the clouds and dive below the waves—the island’s magic keeping the king’s body intact.

Historic Past

It’s said that the Sky King was once the great protector of Obojima—in an age when the Hunter was just a hatchling and the island was at war. The Sky King was a vigilant guardian who helped the Nakudama people and saw the end of a demonic rule over the island. Since that time, the Sky King has become more recluse. Its once watchful gaze over the island has subsided, aiding in the rise of the Hunter’s role as the protector and adding to the mystery and intrigue that now permeates around the Sky King.

Truth or Legend?

Many believe that the Sky King is being kept alive by the Obojima for some reason. These rumors and stories have spread all across the island for hundreds of years and have been the catalyst for many famed adventurers and explorers to uncover the truth behind the Sky King and its mysterious past.



Sky King

Gargantuan Beast, Neutral Good

Armor Class 25 (natural armor)

Hit Points 350 (20d20 + 140)

Speed 0 ft., Flying 120 ft., Swimming 120 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	25 (+7)	18 (+4)	30 (+10)	20 (+5)

Saving Throws Dex +14, Int +13, Wis +19

Skills Insight +19, Perception +19

Damage Immunities Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Petrified, Poisoned, Stunned

Senses Blindsight 150 ft., Passive Perception 29

Languages understands Common and Torum but can't speak

Challenge 28 (120,000 XP) **Proficiency Bonus** +9

Cloud Trail. Wherever the Sky King flies, it creates a trail of giant fluffy white clouds in its wake.

Legendary Resistance (5/Day). If the Sky King fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. Unless it wishes to be affected, the Sky King is immune to spells of 6th level or lower. It has advantage on saving throws against all other spells and magical effects.

Magic Weapons. The Sky King's weapon attacks are magical.

New Life. When the Sky King dies, a new great beast is born into the world.

Spirit of Obojima (1/Day). If the Sky King drops below 150 hit points, a giant storm begins to brew above and the oceans begin to become uneasy. For the next minute, creatures that touch the Sky King or hit it with a melee attack take 9 (2d10) lightning damage.

Actions

Multiattack. The Sky King makes three attacks: two with its Chomp and one with its Tail.

Chomp. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Inspiring Presence. Each creature of the Sky King's choice that is within 300 feet of the Sky King and aware of it gains inspiration and a flying speed of 30 feet for the next minute. Once a creature benefits from the Sky King's Inspiring Presence, it can't do so again until 7 days have passed.

Legendary Actions

The Sky King can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Sky King regains spent legendary actions at the start of her turn.

Chomp. The Sky King makes a Chomp attack.

Turbulent Shift (Costs 2 Actions). The air or water surrounding the Sky King begins to spin violently. Each creature, other than the Sky King, within 60 feet of the Sky King must make a DC 20 Constitution saving throw. On a failed save, a creature takes 28 (8d6) bludgeoning and is disoriented until the end of its next turn. A disoriented creature makes all ability checks and saving throws with disadvantage. On a successful save, the creature takes half as much damage and isn't disoriented. Objects and structures in the area automatically take maximum damage from this effect.

Nullify (Costs 3 Actions). The effects of all spells of 3rd level or lower within 120 feet of the Sky King are suspended (as if by the **Antimagic Field*** spell) until the start of the Sky King's next turn, at which point their magic returns.



Jumaga The Sky Salamander

Jumaga is the third and youngest of the “Three Great Beasts” of Obojima—Though its reputation is considerably less prestigious than that of its counterparts. Most would consider Jumaga to be the most reckless and unpredictable of the islands chosen three, a sentiment supported by Jumaga’s actions. In the Age of Dara alone, Jumaga has caused many disasters, from avalanches to tsunamis, and forest fires alike—each incident painting Jumaga differently. At one point, Jumaga was even seen entangled in a brawl with the Hunter, a fight which lasted several days. Still, the Great Beast has garnered the respect of the Islanders.

Unlike the Sky King or the Hunter, Jumaga calls a portion of the island its domain. It is here that the locals have found a symbiotic relationship with Jumaga, and in doing so, shown a new side to the Great Beast.

The Last Century

In the last 100 years, Jumaga has seemingly satiated its reckless and wild desires, its bestial actions now seen by islanders as almost ceremonial. Its domain has also become a sight in which islanders pay respect, leaving behind at the ledge of offering valuables, which they hope will please the great beast, and hide their cattle from Jumaga’s view.



Jumaga The Sky Salamander

Gargantuan Beast, Neutral

Armor Class 22 (natural armor)

Hit Points 462 (25d20 + 200)

Speed 20 ft., Flying 150 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	24 (+7)	26 (+8)	13 (+1)	16 (+3)	30 (+10)

Dex +14, **Con** +15

Skills Perception +10, Stealth +14

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Darkvision 120 ft., Truesight 60 ft., Passive Perception 20

Languages understands Common and Torum but can't speak

Challenge 23 (50,000 XP) **Proficiency Bonus** +7

Color Shift. Jumaga naturally changes color to blend into its environment, giving it advantage on Dexterity (Stealth) checks made to hide from creatures that are more than 300 feet away from it.

Legendary Resistance (3/Day). If Jumaga fails a saving throw, it can choose to succeed instead.

Magic Weapons. Jumaga's weapon attacks are magical.

New Life. When Jumaga dies, a new great beast is born into the world.

Spirit of Obojima (1/Day). If Jumaga drops below 200 hit points, its color turns a bright orange for 1 minute. For the duration, its Chomp attack deals an extra 5 (1d10) poison damage on a hit, and it regains 5 (1d10) hit points each time it's targeted by a spell of 3rd level or lower.

Actions

Multiattack. Jumaga makes three attacks: two with its Chomp and one with its Tail.

Chomp. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 21 (4d6 + 7) piercing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Paralyzing Breath (Recharge 5-6). Jumaga exhales its paralyzing breath in a 60-foot cone. Each creature in that area must succeed on a DC 23 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

Jumaga can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Jumaga regains spent legendary actions at the start of its turn.

Tail Attack. Jumaga makes a Tail attack.

Skin Toxins (Costs 2 Actions). Jumaga's body excretes a dangerous toxin. Until the start of Jumaga's next turn, creatures that touch it or hit it with a melee attack take 16 (3d10) poison damage.

Bestial Hiss (Costs 3 Actions). Jumaga produces a thunderous hiss which terrifies creatures around it. Each creature within 150 feet of Jumaga must succeed on a DC 25 Wisdom saving throw or be Pacified until the end of the creature's next turn.



Slagger

Huge Spirit, Neutral

Armor Class 16 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 0 ft., Flying 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	7 (-2)	12 (+1)	8 (-1)

Damage Immunities Fire, Poison

Condition Immunities Petrified, Poisoned

Senses Darkvision 120 ft., Passive Perception 11

Languages Torum

Languages —

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Heat Wave. A creature that starts its turn within 20 feet of the Slagger takes 2 (1d4) fire damage. If the creature is wearing metal armor or wielding metal weapons, the damage is doubled.

Scorch. Flammable objects ignite if they come within 15 feet of the Slagger.

Actions

Multiattack. The Slagger uses its Cough. It then makes one Slam attack.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 25 (6d6 + 4) bludgeoning damage.

Spew Magma (Recharge 5–6). *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., three targets. *Hit:* 18 (2d12 + 5) fire damage. Regardless of whether the attacks hit or miss, the area within 5 feet of each target is covered in lava. The lava is considered difficult terrain, and a creature that starts its turn in the lava takes 6 (1d12) fire damage. The lava cools and hardens after 1 minute, at which point it becomes harmless and is no longer difficult terrain.

Cough. The Slagger coughs a sulfurous cloud in a 30-foot cone. Each creature in the area must make a DC 18 Constitution saving throw, taking 13 (2d12) poison damage on a failed save, or half as much damage on a successful one.

Slagger

Slaggers are thought to be ancient elemental beings born from the merging of magma and earth spirits deep in the mines. Many miners believe they are the jealous guardians of Obojima's riches, which is why miners must tread carefully in their domain. While not inherently malevolent, their moody and territorial nature makes them unpredictable. Miners often leave offerings of coal, hoping to avoid the destructive wrath of the slagger. There's more than one story of an entire mine being abandoned due to the stubbornness of one particularly irritable and enormous slagger.



Slimes

On Obojima, witches, warlocks, and wizards have long studied the wonders of slimes. Their strange, natural properties have been an object of fascination for centuries, and harnessing their powers has been an ongoing alchemical pursuit that has left more than one would-be potion brewer missing their eyebrows or a finger.

Slimes are intelligent enough to know that they are sought out for their properties, so most of them are furtive and will scatter at the first sign of an ingredient hunter. Each slime has adapted clever and explosive ways of deterring and escaping from various forms of danger.

Although most Obojimans don't travel that far from their villages, almost all have heard of slimes as every school kid gets a lecture about the peculiarities and dangers of slimes.

Green Slime

Green slimes live in wet and damp places, jungles, caverns, and deep underground where the moistness soothes and softens their prickly, acidic skin. Green slimes are notoriously terrified of everything. They're capable of forming spike-like appendages which it uses to move with an uncanny agility and they can also shed parts of its body as distractions to predators and ingredient hunters while they scurry away to safety.

Yellow Slime

Due to their stomach-churning stench, many yellow slime stories are told with visible distress at even the memory of the encounter. In its undisturbed state, yellow slimes smell slightly vile, but disturb it through careless footfalls or poke it with a stick, and it spurts out jets of foulness that can nauseate even the most iron-bellied of companions. Many children who are in the Society of Young Stewards have their "yellow slime story" that they are more than eager to tell.

Yellow slimes are partial to swamps and forests where rotting wood and decaying leaf-litter is readily available.

Orange Slime

Orange slime is perhaps the most dangerous of all the known slimes and, although it is rare, it can live almost anywhere on the island, turning up in the most inopportune ways. Most orange slimes explode before a witch can carefully collect it or, if found near a village, a mage can be called to safely dispose of it. In and around Mount Arbora, there have been stories of orange slimes big enough to blow up a house or blast a hole in a stone wall.

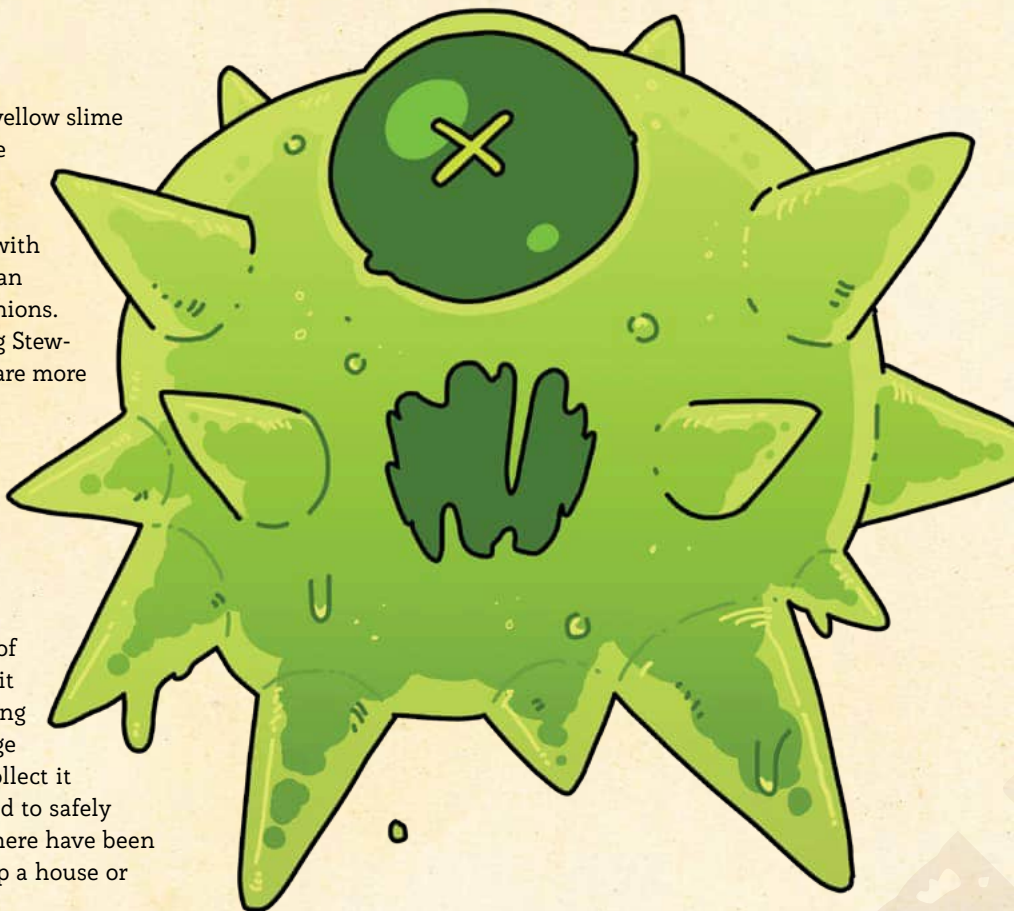
Orange slimes are sticky and gelatinous and have a signature acrid odor. They can be found near fumaroles and bubbling sulfur springs. They range widely in size and there are some Obojimans who make a business out of collecting tiny bits of orange slime to put in firecrackers.

Corrupted Slime

Corrupted slimes are strange and unpredictable, as not much is known about how the Corruption affects the various slimes. But the most dangerous thing about them is that they can potentially spread the Corruption to whomever they come in contact with.

Corrupted slimes are glutinous and will adhere to their prey that becomes afflicted with a ghastly, growing weakness until it is removed or the slime is satiated.

Outside of the rare bottle of it in some witch's grotto or a wizard's study, corrupted slime in the wild is only to be found in or near the Corruption zone on the eastern side of Obojima. Thus, it is virtually unknown to the island at large.



Green Slime

Small Ooze, Neutral Evil

Armor Class 13

Hit Points 19 (3d6 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	11 (+0)	11 (+0)	9 (-1)

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Prone

Senses Passive Perception 10

Languages —

Challenge ¼ (50 XP)

Proficiency Bonus +2

Amorphous. The green slime can move through a space as narrow as 1 inch wide without squeezing.

Actions

Spike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 2 (1d4) acid damage.

Flee. To save itself from danger, the green slime can sever off a part of its body to cause a distraction. The slime chooses to lose any number of hit points when using this ability. For each hit point lost, a tiny copy of the slime leaps from its body and moves 30 feet in a random direction, after which it falls lifeless.

Yellow Slime

Medium Ooze, Neutral Evil

Armor Class 14

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+4)	16 (+3)	11 (+0)	12 (+1)	9 (-1)

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Prone

Senses Passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Amorphous. The Yellow Slime can move through a space as narrow as 1 inch wide without squeezing.

Horrid Stench. When a creature starts its turn within 20 feet of the Yellow Slime, it must make a DC 14 Constitution saving throw or be gagged by the terrible smell of the slime. On a failed save, the creature must use all of its movement to move away from the slime by the safest available route.

Sticky. If the Yellow Slime doesn't move for a round, the space that it occupies becomes slathered in a sticky, acrid yellow coating. For all creatures except Oozes, the space is difficult terrain, and when the creature enters the space for the first time on a turn or starts its turn there, it must succeed on a DC 14 Constitution saving throw or take 4 (1d8) acid damage.

Actions

Multiattack. The Yellow Slime makes one Spike attack and uses its Arrange.

Spike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) acid damage.

Arrange. The Yellow Slime attempts to pull a creature within 5 feet of it through its body and into another space. The target must succeed on a DC 15 Strength saving throw or take 4 (1d8) acid damage and be moved to an unoccupied space within 10 feet of the slime.



Orange Slime

Large Ooze, Neutral Evil

Armor Class 16 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	12 (+1)	14 (+2)	9 (-1)

Saving Throws Str +9, Dex +7, Wis +6

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Prone

Senses Passive Perception 12

Languages —

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Amorphous. The Orange Slime can move through a space as narrow as 1 inch wide without squeezing.

Explosive. If the Orange Slime takes fire damage, a portion of its body explodes. Each creature within 10 feet of the slime must make a DC 17 Dexterity saving throw, taking fire damage equal to the amount dealt to the slime on a failed save, or half as much damage on a successful one.

Steaming. If water touches the Orange Slime, a burning hot wave of steam erupts from it, filling the area within 20 feet of the slime. The area is heavily obscured until the end of the slime's next turn or until a strong wind disperses it. This steam doesn't impede the vision of Orange and Yellow Slimes.

Sulfurous Haze. Creatures within 60 feet of the slime take a -5 penalty to ranged attack rolls against it.

Actions

Multiattack. The Orange Slime makes two Spike attacks and uses its Arrange.

Spike. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 9 (2d8) fire damage.

Arrange. The Orange Slime attempts to pull a creature within 10 feet of it through its body and into another space. The target must succeed on a DC 17 Strength saving throw or take 13 (3d8) fire damage and be moved to an unoccupied space within 15 feet of the slime.



Corrupted Slime

Small Ooze, Neutral

Armor Class 13

Hit Points 45 (7d6 + 21)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	11 (+0)	11 (+0)	9 (-1)

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Prone

Senses Passive Perception 10

Languages —

Challenge 1 (200 XP) **Proficiency Bonus** +2

Amorphous. The corrupted slime can move through a space as narrow as 1 inch wide without squeezing.

Sickness. Each time a creature comes in contact with the corrupted slime, it must succeed on a DC 13 Constitution saving throw or suffer one level of exhaustion. Once a creature has been affected by a corrupted slime's Sickness, it is immune for the next 24 hours.

Actions

Spike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) necrotic damage.

Drain. The corrupted slime deals 2 (1d4) necrotic damage to each creature affected by its sickness within 120 feet of it. It then regains a number of hit points equal to the damage dealt.



"Smell that? Orange slime. And it's a big one. Brass Eye wants a sample of it for the coven, but let's not get too hasty. I want to hold my tankard with all my fingers."

—Tetsuri, corrupted ranger



Snowball Spirits

Snowball spirits are small, fist-sized spirits that are curious and playful. They can be found anywhere there is a thick blanket of snow and are easy to locate due to their clinking, tinkling laughter. But if a group of snowball spirits feel threatened they can swarm together to create a larger and larger snowball made up of their tiny bodies. The more and more grumpy a snowball spirit gets, the larger it grows, until it becomes a terrifying behemoth as big as a house. Even at this giant size, a snowball spirit is a surprisingly fast adversary that can shoot out snowballs like a cannon and can leap through the air to easily engulf a horse and rider.



Snowball Spirits

Medium Swarm of Tiny Spirits, Neutral

Armor Class 14 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	11 (+0)	10 (+0)	10 (+0)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities cold

Condition Immunities Grappled, Paralyzed, Prone, Restrained, Unconscious

Senses Passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Actions

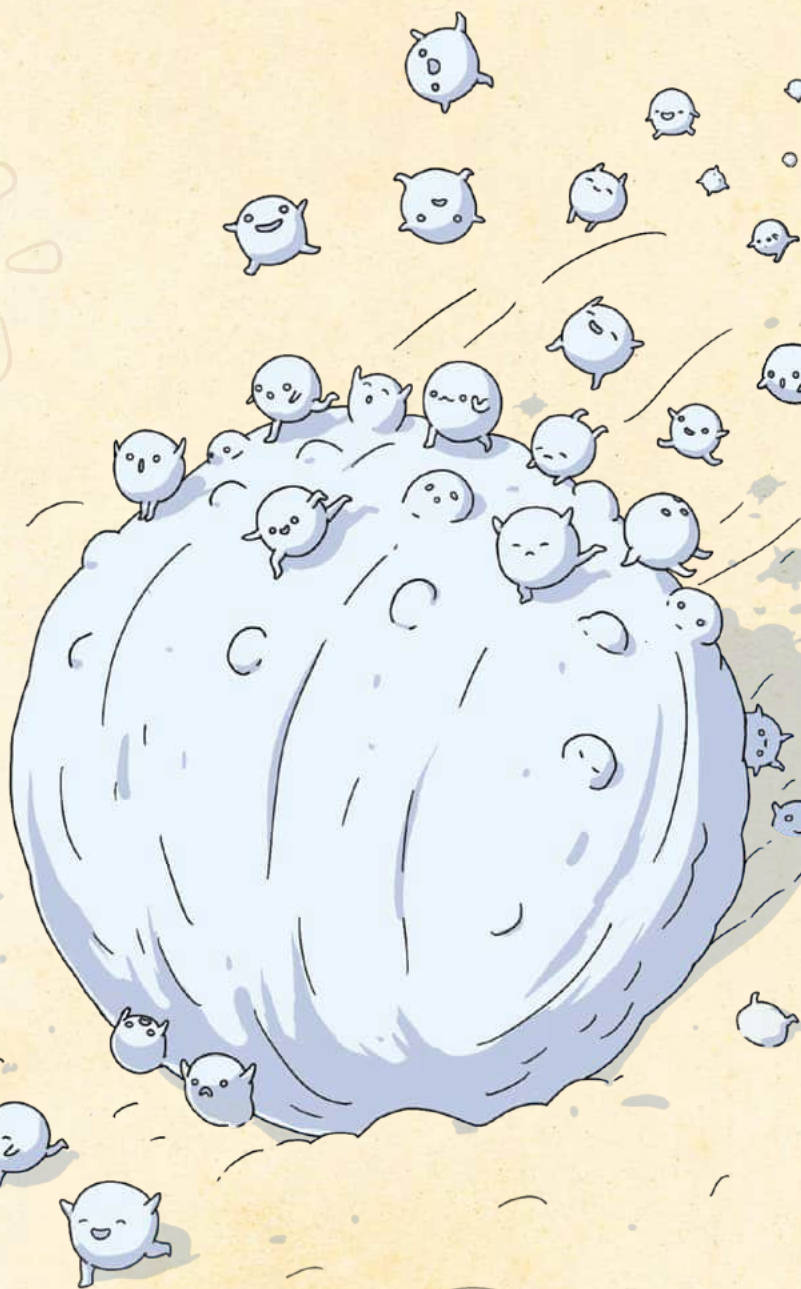
Multiattack. The snowball spirits make two pelt attacks.

Pelt. *Ranged Weapon Attack:* +5 to hit, range 20/40 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) bludgeoning damage. If the target is at least one size smaller than the snowball spirits, it must succeed on a DC 14 Strength saving throw or be whelmed by the snowball spirits. A whelmed creature is considered grappled (escape DC 14) and is carried with the snowball spirits when they move. A creature within 5 feet of the spirits can pull a whelmed creature out of them by taking an action to make a DC 14 Strength check, freeing the creature on a success.

The snowball spirit can have no more than one creature whelmed at a time, unless it reaches the Huge size, at which point it can whelm up to three creatures at a time.

Snowball. Whenever the snowball spirits take the Dash action, they can make a slam attack as part of that action. Alternatively, if they are in snowy terrain, they can choose to absorb the snow during the movement, growing by one size and regaining 10 hit points.





Soda Slime

Grape, Orange, Strawberry, and Cola, these ancient sodas and more can be found across the island, kept pristine by the magics of the First Age and Obojima. But when the magic protecting these delicious treats begins to spoil, a peculiar creature can start to form inside these colorful metal cans. Soda slimes have been the lament of adventurers and mages alike who have taken it upon themselves to explore the forgotten buildings left behind from the First Age. Also known by the name Sugar Slimes, these tiny oozes can be very territorial when they're not hibernating or searching for other slimes to consume.



Soda Slime

Tiny Ooze, Unaligned

Armor Class 11 (can armor)

Hit Points 17 (5d4 + 5)

Speed 10 ft., Climbing 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	3 (-4)	6 (-2)	2 (-4)

Skills Stealth +5

Condition Immunities Blinded, Deafened, Exhaustion, Prone

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 8

Languages understands Common but doesn't speak
Challenge ½ (100 XP) **Proficiency Bonus** +2

False Appearance. If the soda slime is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the soda slime move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the soda slime isn't an ordinary soda can.

Soda Pop. When a soda slime is reduced to 0 hit points, each creature within 10 feet of the soda slime must succeed on a DC 10 Dexterity saving throw or take 6 (1d10 + 1) force damage as it explodes in a fizzy pop.

Sticky Nature. The soda slime can occupy the same space as another creature. While in the same space as the soda slime, a creature has disadvantage on attack rolls and Dexterity checks. When a creature leaves the soda slime's space, it must first make a DC 10 Strength (Athletics) check, carrying the slime with it on a failure.

Actions

Multiattack. Smack. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage plus 9 (2d8) poison damage.

Reactions

Sticky Tendral. When a hostile creature's movement provokes an opportunity attack from the soda slime, it forces the provoking creature to make a DC 12 Dexterity saving throw, causing it to fall prone on a failed save.



"If you've never been to Uluwa and wandered its streets and alleys, then you're missing a real treat. It's the best and easiest way to experience the Spirit Realm in all Obojima."

—Warwick, the Spirit Whisperer



Spirit

Spirits are beings that have their origins in the Spirit Realm but they can be found living all across Obojima and they are as much a part of Obojiman society as all the other beings who live there whether human, elf, Nakudama, or dara.

From the Formless, Many Forms

Spirits by their nature are immaterial but when in the Physical Realm, they take on material form to be as solid as anyone else. Many spirits look one way when in the Physical realm and look wholly different when they return to the Spirit Realm. When they take on a physical form, they usually mimic or incorporate some shape or characteristics of plants, animals, or minerals. A spirit may take on the form of a radish or a cat or a stone, but they can be of any size and coloration that the spirit chooses. Spirits seem to choose their form and stay happy with it but there are cases where a spirit may transform its shape or metamorphose into another form, when this happens, it is usually a result of some magical evolution, the removal of a curse, or the movement from one realm to the other.

Animalistic Spirits

Animalistic spirits are often far removed from society, taking comfort and respite with the wild animals of the island rather than the people. They can take many forms, but they almost always look like some version of a beastial creature. These spirits, unlike normal spirits, are less evolved and desire simpler lives. Because of this, they're seen by Obojimans (including other spirits) as lesser beings, more akin to the animals they commune with.

Pest Spirits

Pest spirits are usually the least intelligent of the spirits and are considered even by spirits as an unfortunate irritation to tolerate. Pest spirits are usually obsessed with a singular thing—gobbling sugary treats, tying things in knots, and your general compulsive thievery. They are normally innocent creatures without malice aforethought, simply compelled to do whatever it is that brings displeasure and annoyance to the rest of the island.

Elder Spirits

Elder spirits are the most ancient beings of the Spirit Realm and their power is such that their influence extends into the realm of the material as well. If an elder spirit embodies a river or inhabits a singular mountain or stretch of forest, their presence can be seen in the morning stillness of a lake and their voice can be heard in the rustling wind through the trees.

Sometimes an elder spirit takes the form of a great and mythical beast like a sinuous dragon that twists through the clouds or a mountainous toad that gazes at the moon and weeps magic pearls.

Almost all elder spirits on Obojima are known—most are known by many, but some may only be known by a few or a single person. These people who know of the elder spirits tend to mark the borders of their domains by erecting shrines or gateways that provide a reminder to all who pass that they are entering hallowed ground.

For the most part, elder spirits are respected by Obojimans who see them as protectors and providers, creatures of great power and mystery, and another wonderful excuse for a festival with competitions and celebrations.

The relationship of Obojimans to elder spirits is as intertwined as the bees to the flowers, for there is a give and take where one helps the other. Elder spirits may need the aid of heroes to restore life to the land and in turn they may grant boons and magic to those who honor their quests.

"They are the connection points between the Spirit Realm and Obojima, a place that is both spirit and material. You can feel it in the air, and see it in the earth. The trees grow different here and the rocks take on colors and patterns. Such is the power of an elder spirit."

—Adira, master healer





Spirit

Medium Spirit, Any Neutral or Good Alignment

Armor Class 10

Hit Points 16 (3d8 + 3)

Speed 30 ft. (0 ft., Flying 30 ft. in flying form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	10 (+0)	12 (+1)	12 (+1)

Skills Arcana +2

Senses Passive Perception 11

Languages Common, Torum

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Actions

Smack. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) bludgeoning damage.



Here is a list of abilities a Spirit can have.

Some of these abilities may have an impact on the Spirit's Challenge Rating.

- ♦ **Commune with Animals.** The Spirit can communicate with beasts as if they shared a language.
- ♦ **Ethereal Sight.** The Spirit can see 60 feet into the Spirit Realm (Ethereal Plane) when it is on the Physical Realm, and vice versa.
- ♦ **Incorporeal Movement.** The Spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
- ♦ **Invisible.** The Spirit is always Invisible.
- ♦ **Magical.** The Spirit knows two cantrips and one 1st-level spell, which it can cast at will.
- ♦ **Ocular Prowess.** The Spirit has Truesight out to a range of 30 feet.
- ♦ **Shift.** The Spirit can enter the Spirit Realm (Ethereal Plane) from the Physical Realm, or vice versa.
- ♦ **Action: Spectral Pass.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 14 (4d8) force or necrotic damage.



Animalistic Spirit

Medium Spirit, Unaligned

Armor Class 15 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	7 (-2)	12 (+1)	9 (-1)

Skills Intimidation +1, Perception +3, Stealth +4

Senses Passive Perception 13

Languages Common, Torum

Challenge 1 (200 XP)

Proficiency Bonus +2

Promising Threat. The bestial spirit has advantage on Charisma (Intimidation) checks if the target has seen it hit a creature with its Chomp attack in the past minute.

Actions

Chomp. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Reactions

Devour. When the bestial spirit reduces a creature to 0 hit points, it consumes some of the creature's essence, regaining 1d10 hit points.

Pest Spirit

Tiny Spirit, Unaligned

Armor Class 11

Hit Points 10 (4d4)

Speed 20 ft. (0 ft., Flying 20 ft. in flying form)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (+1)	11 (+0)	10 (+0)	10 (+0)	12 (+1)

Senses Passive Perception 10

Languages Torum

Challenge 0 (10 XP)

Proficiency Bonus +2

Distracting Maneuver. When the Pest Spirit takes the Dash action, it doesn't provoke opportunity attacks until the end of its turn.

Hard to Catch. The Pest Spirit has advantage on ability checks and saving throws against grapples and other effects that would impede its movement.

Actions

Frustration. The Pest Spirit interacts with a creature within 5 feet of it. The target must succeed on a DC 10 Wisdom saving throw or the spirit gains inspiration.



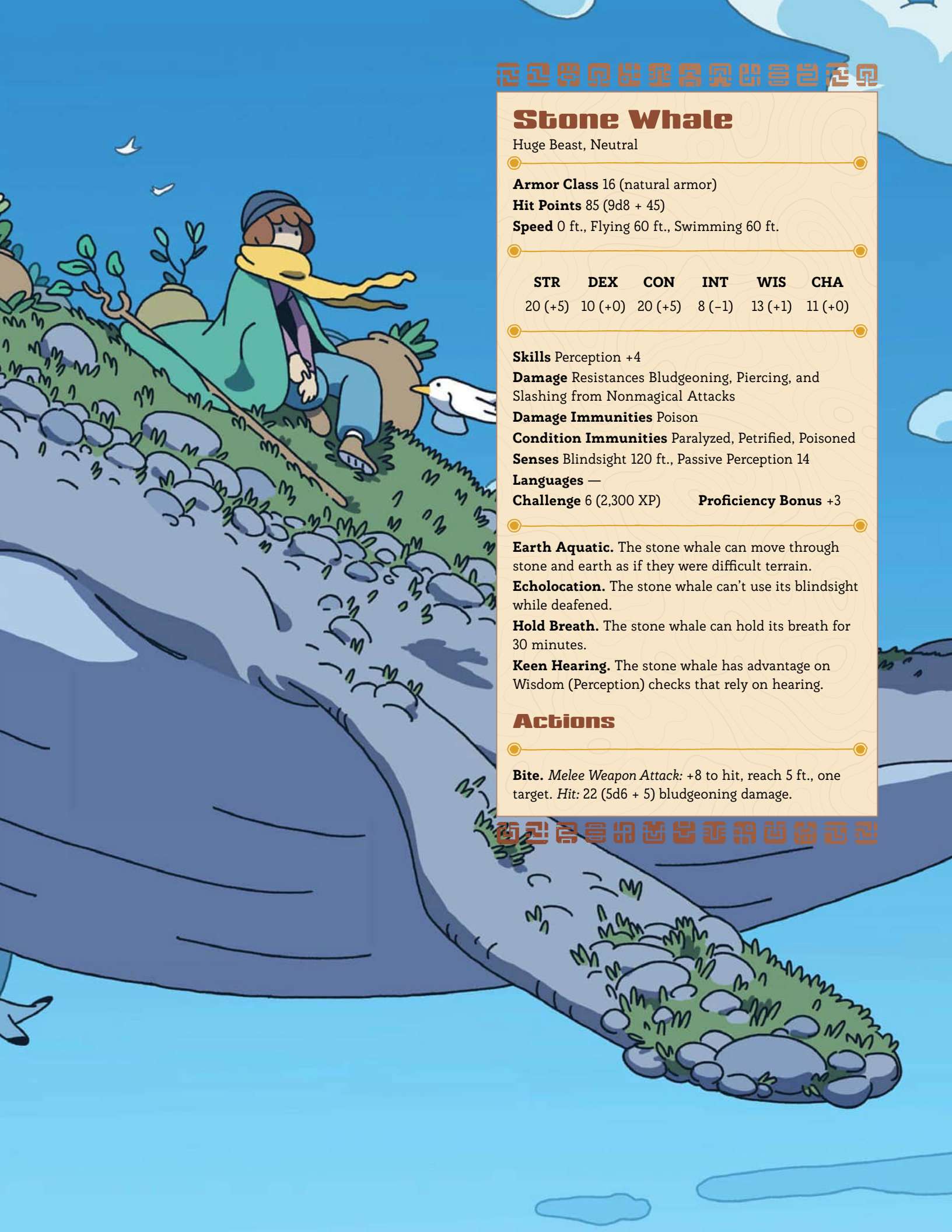
Stone Whale

Although the stone whales were not the first sea creatures to take to the skies, they have done better than any at adapting to life above the ocean. Their friendly demeanor and natural affinity with surface flora have made a comfortable life on the island.

Island Culture

Stone Whales have become significant to many islanders due to their migratory nature and the vegetation that grows on their backs. To some, stone whales serve as a method of travel. Wanderers & Merchants are known to use the great beasts for quick transport across the island. Others like witches and farmers utilize the plants that grow on the backs of the stone whales for tonics, elixirs, and potions. These whales are also known to carry vegetables and plants that might normally only grow in one section of the island, which is why many would jump at the opportunity to explore the back of a stone whale.





石鲸

Stone Whale

Huge Beast, Neutral

Armor Class 16 (natural armor)

Hit Points 85 (9d8 + 45)

Speed 0 ft., Flying 60 ft., Swimming 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	8 (-1)	13 (+1)	11 (+0)

Skills Perception +4

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Paralyzed, Petrified, Poisoned

Senses Blindsight 120 ft., Passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Earth Aquatic. The stone whale can move through stone and earth as if they were difficult terrain.

Echolocation. The stone whale can't use its blindsight while deafened.

Hold Breath. The stone whale can hold its breath for 30 minutes.

Keen Hearing. The stone whale has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (5d6 + 5) bludgeoning damage.

石鲸

Stul

Medium Monstrosity, Unaligned

Armor Class 16 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	8 (+1)	7 (-2)

Senses Darkvision 60 ft., Passive Perception 9

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Hallucinatory Chatter. If a creature starts its turn within 30 feet of the stul and can hear it, the stul can force the creature to make a DC 12 Wisdom saving throw if the stul isn't incapacitated. On a failed save, the creature becomes charmed for 1 minute.

An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect ends early for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 4 (1d8) poison damage.

Becon. The stul commands any number of creatures charmed by its Hallucinatory Chatter to approach it. Each creature must spend its action on its next turn to move as close to the stul as it can.

Mental Invasion. One creature the stul chooses that can see it must succeed on a DC 13 Wisdom saving throw or be forced to use its reaction to move its full speed in the opposite direction of the stul.

Stul

Stul are monstrous creatures that live in the central and eastern woodland. Known for their unsettling visage and mind-altering magics, they pose a serious threat to lone travelers or young children. Because of this, the islanders have worked tirelessly to run them out of the Gift of Shuritashi.

Myth

It's said that the first stul was cursed into existence after a young Nakudama mage abandoned his companion spirit deep underground within the winding caves in Mount Arbora. By the time the companion resurfaced, its hardship had permanently altered it, leaving it with no recollection of its previous life, except for an innate feeling to call for its old friend.

"Stuls? Don't go near them, dearie. They're filled with twisted magic that gets in your guts. It imposes its past on your mind and smothers you in its longing."
—Grizelda Knobbletoes



Urugama

Medium Spirit, Neutral Evil

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., Flying 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	20 (+5)	14 (+2)	14 (+2)	10 (+0)	6 (-2)

Damage Resistances Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft., Passive Perception 10

Languages Common

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Severed Body. Urugama has four spectral bodies, each of which urugama can take actions from. These different bodies can't move more than 100 feet away from each other, and Urugama divides its movement among its four bodies as it chooses.

Shifting Form. At the start of Urugama's turn, one of its bodies is randomly selected as the true urugama. Only the true body can take damage or suffer effects that round. The other bodies can still be targeted with attacks and effects, but they are unaffected and pass through the bodies without harm.

Actions

Multiattack. Two of urugama's forms make a spectral pass attack.

Spectral Pass. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 14 (2d8 + 5) necrotic damage.

Haunting Chuckle. If at least three of urugama's bodies are within 20 feet of each other, they can release a haunting chuckle. All creatures within 30 feet of an urugama body that can hear them must succeed on a DC 13 Wisdom saving throw or suffer one level of exhaustion. On a failed save, the creature is immune to urugama's Haunting Chuckle for the next 24 hours.

Urugama

The Urugama are malevolent creatures that roam the countryside at night. Their terrifying laugh and wicked masks are so well known children's rhymes are written about them. These evil spirits have been said to attack travelers after their fire has gone out so a common superstition held by many merchants is to keep your fire burning all through the night.

Stoke the fire, don't snuff the light;
The Urugama hunts at night.

Clutch your blade, hold tight your staff;
For when you hear it's wicked laugh.

The winds will turn, the trees will bend,
and moments after, your life will end.

— Children's Rhyme





Vespoma

Medium Monstrosity, Chaotic Neutral

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 20 ft., Climbing 40 ft., Flying 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	7 (-2)	10 (+0)	13 (+1)

Senses Passive Perception 10

Languages understands Common but doesn't speak

Challenge 1 (200 XP)

Proficiency Bonus +2

Actions

Multiattack. The vespoma makes two attacks: one with its chomp and one with its claws.

Chomp. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Master's Voice. The vespoma can cast the **Command*** spell at will, using Charisma as its spellcasting ability. This spell has a save DC of 12, and it increases by 1 for each vespoma within 30 feet of it (to a maximum of 20).



Vespoma

One of the most storied dangers of the Brackwater Wetlands comes in the form of a creature known as a vespoma. This canopy dweller resembles something between a bat and a monkey, and where there is one, there are often a handful of others. A vespoma is typically heard before it's seen, a fact that makes this creature so notorious, for the sound of its voice is laced with magic that compels its prey. Multiple vespoma harmonize, making their collective voice all the more potent. Vespoma are not simply hunters. They have a cruel nature and they are known to toy with their prey.

Many stories are told of the vespoma's origin, but the most common opinion is that some time ago, a witch who lived in the Brackwater Wetlands taught these creatures the rudiments of spellcraft, which they then passed on to subsequent generations. Whatever the truth is, rangers familiar with the wetlands are known to warn travelers to avoid the voices in the trees.

Vile Corruption

Vile Corruption is the name given to one of the dangerous manifestations of living sicknesses that plague the eastern side of the island—A shapeshifting aquatic thing that terrorizes the Brackwater Wetlands, mimicking the creatures that live within the woodland and striking without cause or hesitation. Since its introduction to the environment, factions such as the Toraf and Boulder's sword school and the Rangers of the Greenward Path have been adamant about warning travelers to avoid the creature at all costs. Both organizations share the opinion that it is best to not get where you are going if it means keeping your life.



Vile Corruption

Large Monstrosity (Shapechanger), Chaotic Neutral

Armor Class 16 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	11 (+0)	7 (-2)	9 (-1)

Skills Acrobatics +6

Senses Blindsight 90 ft. (blind beyond this radius),
Passive Perception 8

Languages —

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Flammable. The Vile Corruption is considered flammable and ignites as if it were a flammable object. If the Vile Corruption takes more than 35 fire damage from a single attack or effect, or if it is on fire for 3 or more rounds, it explodes in a black ball of flames. Each creature within 20 feet of the Vile Corruption when it explodes must make a DC 14 Dexterity saving throw, taking 35 (10d6) fire damage of a failed save, or half as much damage on a successful one.

Magic Resistance. The Vile Corruption has advantage on saving throws against spells and other magical effects.

Shapechanger. The Vile Corruption can change its shape to match that of any beast, demon, elemental, monstrosity, or spirit at will. Its statistics, other than its size, are the same in each form. While in this form the Vile Corruption still keeps its watery appearance.

Actions

Multiattack. The Vile Corruption makes three attacks: one with its bestial bite and two with its claw mimicry.

Bestial Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. The target must then succeed on a DC 14 Constitution saving throw or have putrid water forced down its throat. On a failed save, the water enters the creature's stomach and nullifies any potions currently affecting it.

Claw Mimicry. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Avian Mimicry. Waterlogged copies of songbirds burst from the Vile Corruption and soar toward up to 3 creatures that are within 30 feet of it. Each target must make a DC 14 Dexterity saving throw, taking 11 (2d10) necrotic damage on a failed save, or half as much damage on a successful one.

"Whatever it is, it smells bad and looks dangerous. Hand me that torch."

—Master Toraf



Wandering Door

Large Construct, Lawful Neutral

Armor Class 12

Hit Points 8 (1d10 + 3)

Speed 150 ft., Climbing 150 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	14 (+2)	16 (+3)	10 (+0)

Saving Throws Str +11, Dex +10, Con +11, Int +10, Wis +11, Cha +8

Skills Acrobatics +10, Athletics +11, Perception +11, Stealth +10

Damage Immunities All

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Incapacitated, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Unconscious

Senses Blindsight 300 ft., Passive Perception 21

Languages understands all languages but can't speak

Challenge 0 (10 XP)

Proficiency Bonus +8

Dispel Susceptibility. The Wandering Door becomes a mundane pile of rubble if it's targeted by a Dispel Magic* spell of 7th level or higher.

Doorway. A creature that enters the Wandering Door can teleport to any doorway on any plane as if the doorway was planted directly in front of the location. If a creature is not aware of how the door's magic works, it is instead teleported to a random doorway.

Immutable Form. The Wandering Door is immune to any spell or effect that would alter its form.

Legendary Resistance (7/Day). If the Wandering Door fails a saving throw, it can choose to succeed instead.

Like the Wind. The Wandering Door's movement doesn't provoke opportunity attacks.

Magic Resistance. The Wandering Door has advantage on saving throws against spells and other magical effects.

Special Feet. The Wandering Door can walk on all surfaces, including vertically up walls and on top of water.

Actions

Leap! The Wandering Door leaps 60 feet vertically into the air.

Shake! The Wandering Door shakes violently. All creatures on top of the Wandering Door must succeed on a DC 19 Strength saving throw or be thrown away from the door, landing prone in an unoccupied space within 10 feet of it.

Reactions

Flee!!! If a creature moves within 30 feet of the Wandering Door, it moves up to 100 feet.

Shake! When a creature lands on top of the Wandering Door, the door shakes violently. All creatures on top of the Wandering Door must succeed on a DC 19 Strength saving throw or be thrown away from the door, landing prone in an unoccupied space within 10 feet of it.



Wandering Door

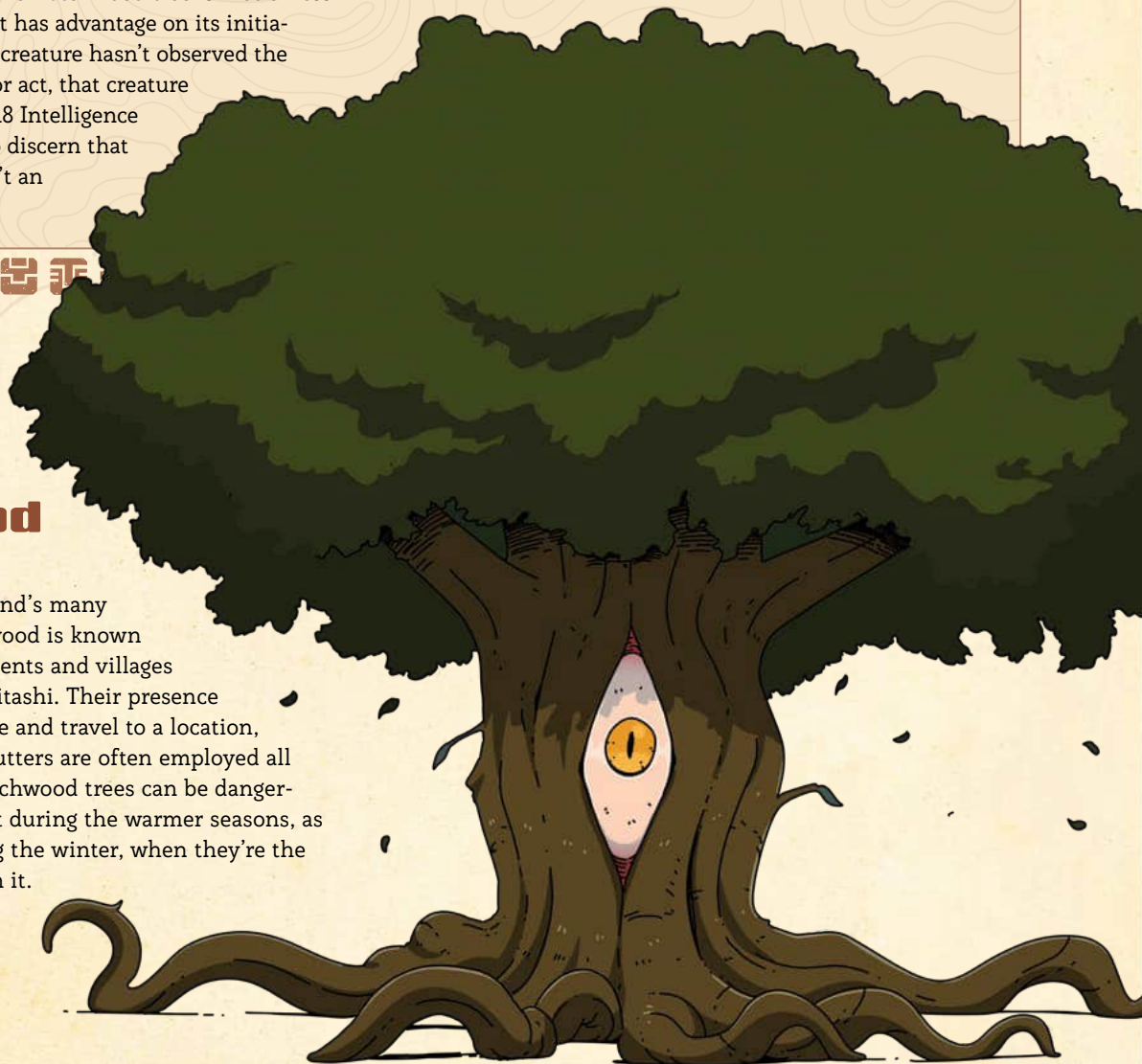
Only a handful of people on Obojima have seen the enchanted moving doorway. Every now and then, a ranger spots a wandering door while deep in the forest or a postal knight sees one running across the Gale Fields. Since no one has got close enough to a door to give a solid description, there's a good deal of speculation around if there is only one door or if there are multiple doors. To this day, no one really knows who enchanted these doors and no one has been able to catch one to study it.

无边·陈冠中小说合集

Speed 10 ft.

Proficiency Bonus +2

A creature restrained in this way can use its action to make a DC 12 Wisdom check, freeing itself on a success.



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Witch

Witches are found all over Obojima and are well respected amongst the people. Both covens and their members play a major role in the economy and ecosystem of the island.



Witch

Medium Humanoid (Any Race), Any Alignment

Armor Class 10

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Skills History +4, Survival +5, Persuasion +4

Senses Passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP) **Proficiency Bonus** +2

Coven Member. The witch has advantage on Charisma (Persuasion) checks involving a witch coven.

Actions

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 1 bludgeoning damage.

Spellcasting. The witch is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The witch has the following wizard spells prepared:

- ♦ **Cantrips (at will):** *Light**, *Mending**, *Message**, *Retrieve*, *Task*
- ♦ **1st level (4 slots):** *Bubble Lift*, *Detect Magic**, *Duplicate*
- ♦ **2nd level (3 slots):** *Levitate**, *Shared Vision*



Local Arcana Expert

Witches are often seen as important members of the community, as they're understanding of magic is often desperately needed on an island full of magical happenings and peculiar occurrences. If a witch were to visit a town without a local magician, they would assuredly be buttered up and pampered during their stay.

Covens

The six major covens of Obojima have lived harmoniously (for the most part) for the last 50 years, working alongside each other as allies in several major cities and settlements. Besides their regional ingredient expertise, each coven claims to have a unique set of skills that differentiates them from the others. But if you were to ask any islander, they'd probably struggle to tell you what those qualities are.



Yokario

Yokairo are fantastical beings with feathered bodies that revel in the joy of chaotic mischief. Known for their lively nature and aggressive behavior these goblin-like creatures are often hated by villages. Their unwavering passion for music can lead them to disrupt festivals and other celebratory events, earning them a reputation not always well-received amongst islanders.



Yokario

Small Humanoid (Yokario), Neutral

Armor Class 14 (natural armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	8 (-1)	8 (-1)

Skills Performance +3

Senses Darkvision 60 ft., Passive Perception 9

Languages Common

Challenge ¼ (50 XP)

Proficiency Bonus +2

Drum Line. If the yokario makes an attack against a creature that has been hit by one of its allies' Drum Mallets since the end of the yokario's last turn, its Drum Mallet has an attack bonus of +6 instead of +4.

Actions

Drum Mallet. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.)



MYSTERIES, HISTORY, AND MORE

The following chapter is for **Game Masters** only. For all you **Players** who are intrigued to read this section on the mysteries of Obojima, heed this **warning**. There are moments in life when temptation beckons us with honeyed whispers to enter into domains that we know are not for our eyes—this is one of those moments. A huge part of adventuring in the world of Obojima is to relish its mysteries and delight in the unknown, and beyond here, the magic tricks are revealed, the illusions are dispelled, and the mysteries all laid bare. So, for those who tend to buckle under the weight of resisting the siren's call to lay eyes on forbidden texts (and you know who you are), go no further! Let the GM be the one to reveal these secrets to you and enjoy weaving many tales filled with surprises and revelations that are sure to tickle your cortex, warm your heart, and fill your mind with awe.



This book is the first in a series of books that we are planning in and beyond the island of Obojima. Not only do we have much more to reveal and elaborate on about Obojima itself, but we also have other islands that we are planning on revealing, each with its own cultures and intrigues.

If you are planning on telling a grand Obojima story (and we hope that some of you are) then to connect this Obojima book to the next book we're planning (that we've aptly named, "Book 2"), then we have left directions in the "Author's Notes" section, on how to reveal and solve the big mysteries and problems of Obojima in such a way that your story will seamlessly fit with what's coming in Book 2.

As stated, the answers to these mysteries are so that they make that seamless fit with the future material we're planning. But, if you have other ideas as to what the answers to these mysteries are or if you want to leave them mysterious, is completely up to you. Obojima is yours to do with as you wish and how you wind up changing it is entirely up to you.

With that, let us proceed into the mysteries of Obojima!

The Mysteries of Obojima

Every village and location on Obojima has its own unique mysteries particular to that place—a missing magic wok, a strange wishing well, a mystical tree—but there are the main mysteries that almost all Obojimans are grappling with, and they are:

1. The Island of Obojima
2. The earthquake and tsunami
3. The Corruption
4. What is beyond the horizon
5. The origins of the "First Age" technology
6. The origins of the dara
7. The apocryphal legends of the Nakudama
8. The wandering forest

While we are going to reveal what is behind the curtain, what you do with the information is up to you. There is power in leaving things a mystery, so these answers do not have to be revealed and can be just for your edification.

What is Obojima?

Like any island, most of Obojima is underwater, its base being much broader than the land that is above the surface. But what no one on the island knows is that Obojima, up until the earthquake, actually moved across the ocean floor, wandering the ocean.

How it moves is yet to be discovered as no one has gone out far enough beyond the Shallows or dived deep enough to see the base of the island. If someone was to make this journey, who knows what they would find?

Before it stopped moving, Obojima roamed in a migration pattern that kept it from colliding with other islands that are in the ocean of this world. Some places, like the AHA observatory, may have evidence of this motion, through

observing the constellations. Other places, like the Coastal Diver's Lodge, may have observations about how the current has significantly slowed down.

Is Obojima alive? Obojima is magical and some say that the island has a spirit or is a spirit itself; how true that statement is, is entirely up to you.

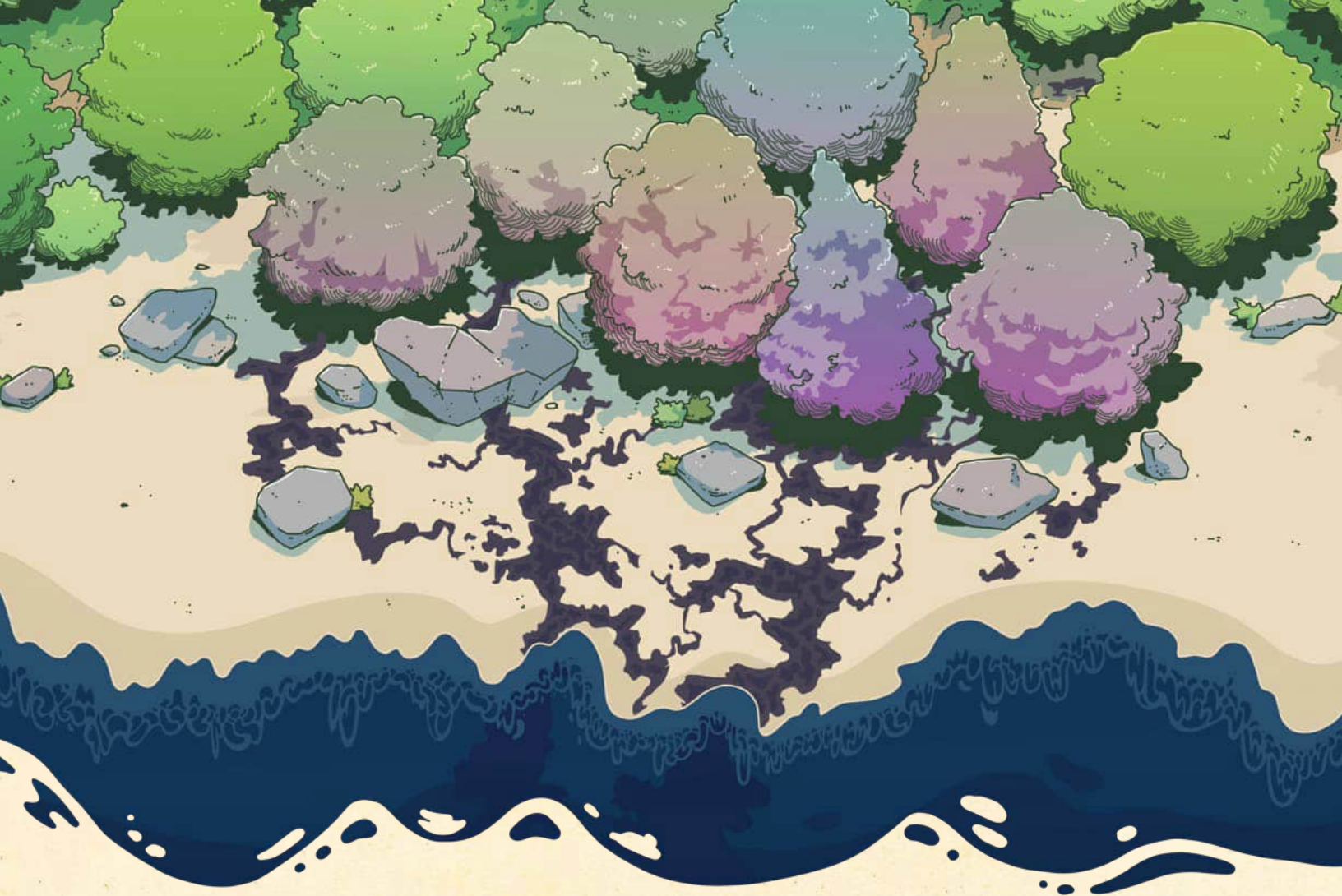
The Earthquake and Tsunami

The earthquake and the tsunami have seemingly caused strange things to occur on Obojima, and some have begun to speculate that the earthquake is responsible for many of the odd things that have happened to the island and its surrounding environment. Here are some of the most interesting observations:

- ♦ Obojiman astronomers and dedicated skygazers have noticed that since the earthquake, the star patterns that once migrated across the sky in all kinds of ways, sometimes disappearing for many years before emerging again, have now begun to rise and set in very predictable paths across the night's sky.
- ♦ There once was a strong current that ran from the eastern side of the island to the west which suddenly stopped after the earthquake. There's evidence of this anecdotally from fisherfolk but there's also the story of Master Chen's Water Clock—a giant tower built in the Shallows outside of Sky Kite Valley where the current turned a wheel that ran a very precise clock. Since the earthquake, the current has slowed dramatically and the clock has ceased to keep time.

What Actually Happened

The earthquake was the result of the island crashing into a massive tendril of Corruption deep underwater. The sudden stop caused the tsunami that swept across the eastern side of the island and eventually saw to the rise of the Corruption that is now affecting the land. This initial impact has also halted the island's momentum, as Obojima is now being held by that same tendril.



The Corruption

Most Obojimans that hear of the Corruption believe that it is the result of an angry spirit, so a traveler might see any number of coastal villages making apologies to the Great Sea Spirit or offering incense to the giant flying koi fish in hopes that their wrath will be appeased. Any other islanders, especially those in the midlands or even a very few westerners who have heard rumors, they are likely to believe the same, and even though they see no evidence of the Corruption, they most likely make offerings to the spirits “just to be sure”—an Obojiman motto is, “It’s always a good idea to make friends, especially with the Spirit Realm.”

For those who have seen the Corruption first hand, the feeling of trepidation is more visceral and existential. Many of those who were first to the site of the Corruption, the rangers, now bear the mark of its magic and are the ones most likely to feel the urgency to spread word of this very real danger. Druids will fear for the forests and beasts as the Corruption spares no living thing. The elves will feel grave concern for the spirits as the Corruption’s foul magic extends into the Spirit Realm as well, turning spirits into twisted demons.

For those on the front line of the Corruption, the danger is unknown and there is no cure. It is also known that the Corruption is spreading and no one knows how long Obojima has before it is entirely consumed.

Corruption in a Nutshell

- ♦ The Corruption is a fairly recent development that happened three months ago.
- ♦ A great earthquake shook the entire island and then a tsunami hit the east coast of Obojima.
- ♦ After the tsunami, the Corruption emerged from the ocean and piled up on the shore, despoiling the once pristine sands of Shusha Beach on the east coast of Obojima.
- ♦ From there, it slowly began to spread across the land, transforming everything in its path. Lush and beautiful forests were turned into bizarre versions, nay, mockeries, of their former selves.
- ♦ Creatures and spirits were not immune to the Corruption, and now huddle amid the twisted boughs and blighted canopies of corrupted forests—confused, bewildered, and some, enraged by the Corruption’s weirding ways.

- ◊ If exposed to its foul magic, humans, elves, Nakudama, and dara are affected by the Corruption in a variety of different ways, but all of them result in the Corruption staining the skin and seeping from the pores. Many of the rangers who first came to examine the Corruption were afflicted in this way, but along with the suffering of the flesh, many of them experienced supernatural powers.
- ◊ Because the Corruption's arrival happened so suddenly and because many Obojimans are homebodies, not many locals west of Mount Arbora have even heard about it.
- ◊ There are rumors that certain covens of witches foretold its coming and began to prepare—some covens bracing for the worst, and others cackling with delight at the potential for a wondrous new ingredient for their virulent brews and ghastly potions.
- ◊ Nobody seems to know where it came from or what it is.

What is the Corruption, Actually?

The Corruption is a toxic substance from another world. It's bubbled up from the ocean floor, growing to the point of being large enough to bring the island of Obojima to a complete halt, unable to move further unless it is reduced in size or removed entirely.

The Corruption has no more consciousness than a slime mold or a fungus that blindly seeks its food in a freakishly efficient manner and it has as much of an agenda as a tornado or a lava flow—it is a neutral force of nature with no inherent malice.

Ultimately, how you use the Corruption in your story is up to you. The truth will be revealed by us in time. In anticipation of the expansions to Obojima and its story, we have two suggestions that deal with the Corruption and how to best end your story to properly set up for the next book.

Here's what you'll need to set up:

The Corruption needs to be severed from the island and a portion of it must remain dormant within the Brackwater Wetlands.

The Corruption can't be caused by a person or a creature. It's a natural force that has existed in the ocean for some time.

The World Beyond the Horizon

Most Obojimans are very content with their pastoral lives on the island and think little about what is out beyond the horizon of the seemingly endless ocean. They are more interested in cooking their next amazing dish, herding their sheep dragons for the seasonal shearing, or winning the pie eating contest in the upcoming festival. But there

are legends and stories that abound of what's beyond the island. There are some archeologists who say that during the time of the ancient Nakudama, Obojima was once a part of a larger island and, in an attempt to save the kingdom from a terrible downfall, a wizard cast a spell that broke Obojima off and saved it from a fate worse than death.

In the past, intrepid Obojiman explorers, adventurers, and oddballs have indulged their curiosity in knowing what lies beyond the Shallows by taking leave of Obojima's shores and sailing beyond the outer reef in makeshift ships, arcane flying devices, and even spirit-powered vessels. Most of them get far enough to feel the overwhelming immensity of the oceanic horizon and quickly return. Any small boats or ships that have sunk in the deep waters beyond the outer edge of the Shallows disappear into the depths and are never recovered.

Obojima best suits adventures that are of smaller stature. Our intent is for stories told here to be about its people, its magics, and its mysteries. We wanted to have everything contained so that the stories told here could be small, cozy, magical, and compact—little charming tales of witches, quirky occurrences, and strange events. For the purposes of this setting, we wanted to keep the adventures on the island and not about setting out on the open ocean to go somewhere other than Obojima.

To keep curious players and adventurers on the island, feel free to tell tales of monsters out in the open ocean that can swallow whole ships the way a seagull scarfs down a sandwich or give them a strong emotional connection to someone or something on the island. There are many fun ways to keep your players from wandering too far.

What is Actually Beyond the Horizon

The world is an ocean planet on which many islands exist.

Most of the islands on this archipelago world move the way Obojima does, travelling on a set migrational path, never to connect with each other. Each of these islands have their own cultures, some of them—like Obojima—have developed in relative isolation, their island always wandering and rarely or never crossing near enough to another island to see it on the horizon.

Although there are multiple islands moving across the planet's oceans, they somehow don't collide, as if there is some spirit or instinct at work that keeps them apart.

Obojima is one of this world's smallest islands.

Why Is There 80s Technology on Obojima?

It's one of the first questions any player who comes to Obojima is going to be wondering. What is known is that these items appeared long before the Nakudama first set a webbed foot on the island. The most ancient wood carvings, cave paintings, and temple murals show images of this technology existing during the beginning of recorded history. Sacred scrolls written by Nakudama sages speak of these strange and wonderful objects and describe some of their myriad uses by harnessing spirit energy.

As a GM telling an Obojima story, you will have to have answers to questions like: Where did all this 80s tech come from? Can we use it? Is there electricity on the island? What do the people of Obojima think of this stuff?

As the GM, you can make all the player's dreams come true, or you can leave them with more questions than answers, but here are some speculations of how this strange occurrence came to be.

In-World Theories

On Obojima, no one knows how it all got there, but everyone has an opinion about these devices and buildings that have always been a part of Obojima's landscape ever since anyone can remember. Part of the fun is inventing all the various myths, legends, and tall tales that locals have to explain the mysterious origins of the 80s tech.

Even though these random artifacts of the 1980s have been on Obojima for millennia, they are all in pristine condition—somehow magically preserved. A vending machine might have been passed down for centuries and



still show no wear and tear, a small convenient storefront might look as if it was built yesterday while a building in the next village is moss-covered and decrepit. No one knows why these artifacts do not age and decay, but that is a part of the magic mystery that is Obojima.

As to where it all came from, well, Obojimans are happy to voice their wide array of opinions on the matter. Here are a few examples:

- ◊ An extra-dimensional rift barfed these strange objects on the island.
- ◊ A wizard's spell that went awry.
- ◊ The Nakudama queen, Okumi, brought them with her from another world millennia ago.
- ◊ A collection of otherworldly objects left by an elder spirit.
- ◊ The spirits were bored and created these toys to keep themselves busy while in the mundane realm.
- ◊ Long ago a great empire built these tools and structures, but have since fallen from grace.

Who Was the First Dara?

Long before the Great Earthquake that brought the Corruption, the first of the dara walked out of the forest of Roa Kala. This being was initially thought to be a spirit by the people of Obojima, but they soon found out that "Dara", as the being called itself, was as flesh and blood as they were and not a spirit at all.

As to who the First Dara was, the details are few, and most of what is known is anecdotal, handed down through several generations, but this being known as Dara, wandered the island of Obojima, telling stories and spreading wisdom. To this day, it is widely held that Dara was an avatar of the island spirit, and many humans, elves, and Nakudama hold the First Dara in high regard as a being to be revered.

In their wanderings, Dara was known to have inscribed magic glyphs into certain trees that were instructions to future dara that would soon emerge from the forest like their predecessor. The First Dara said that all those who followed would gain knowledge by being in this world and by reading the magic glyphs that the First Dara was inscribing into trees across the island.

After wandering for several years, Dara returned to their forest from where they emerged and built a village called Roa Kala. This was to become the first place a dara would see when they came to be from within one of the sacred trees.

Where dara came from before emerging from a tree is still a mystery, even to the dara themselves, but, as they do, Obojimans speculate. Many still believe that, on some level, the dara are connected to the spirit of the island, and thus they are instinctually treated with respect by the locals. Because of this belief, some Obojimans will ask dara questions of a spiritual or shamanic nature such as: "Will it be a good season for growing beans this year?" "Will my prized ox get better?" or "What is happening with all the sky

fish?" erroneously thinking that all dara somehow know the secrets and mystical ways of the island.

What is Actually the Case?

Where dara come from is a true mystery. As the GM, you are free to invent any possibility that fits your version of Obojima, but for now, the origin of the dara is firmly within the realm of the unknown.

The History of the Nakudama

Nakudama legend says that in ancient days, the queen of the Nakudama, Okumi, came to Obojima as a tadpole, having swum across the great cosmic ocean to reach the tip of Mount Arbora. Once atop the mountain, she transformed herself by absorbing her magic tail that had propelled her across the cosmos, and with that power, she lifted the rest of the island of Obojima above the surface of the waves.

She then created within herself 1000 eggs and sought out a suitable place to spawn them. It is said that, after she laid her eggs, a shower of falling stars fell upon them and from these came the first royal dynasty of demi-god-frogs, from whom the rest of the Nakudama would spawn. She taught the first of the Nakudama the sacred tongue of Naku-Naku, taught them how to plant crops and till the soil. She taught them laws of how to conduct themselves and to seek out what is best in life.

From the primordial waters many beasts and foul monsters coveted her island paradise and emerged to destroy Obojima or take it for themselves. The 10,000 Headed Hydra was the first of her challengers, which she decapitated with one great lash from her magic tongue. The second to emerge from the abyss of the ocean was the Great Terror Crab, which she crushed in a cleverly devised trap. This ingenuity would be a trait greatly admired and fostered in all her children.

Legend says that it was the queen who first discovered the strange artifacts from another world and sought to gather them. She sent her best warriors across Obojima to collect a cache of these prizes for her most erudite wizards to study. To this day, the fabled cache of First Age objects has never been discovered.

She is said to have allowed her favorite consort, Okka, to perish so that all Nakudama could benefit from a healing mushroom that is now found all across Obojima, a mushroom that was named the Queen's Dilemma in honor of her sacrifice. From this fabled act, the Nakudama derive their sense of community and selflessness, that all joys should be shared, not hoarded.

At some point in the historical record, the queen was no more. Some legends say she vanished, others say she died, some say she went back to the cosmic sea and will one day return to Obojima. After her departure, the royal dynasties of the Nakudama began their rule, building an empire that spanned the island and would stand for a thousand years before it fractured at the hands of Oghmai.

The Demon Emperor

Legend says that the demon emperor, Oghmai, orchestrated the kingdom's fall by sowing the seeds of division among the Nakudama, preying on tribal grievances and petty squabbles until it boiled over into all-out war. Oghmai claimed a brief, brutal reign, however, under the guidance of sage Shalwin, a growing band of resilient Nakudama eventually overthrew Oghmai, and thereafter disbanded the monarchy to forge a new, peaceful society in the lands untouched by the war.

Nakudama Now

In the present day, the first queen and the ancient royal lineage of the Nakudama has fallen into legend and myth. There are many Nakudama ruins dotted around the island where one can study and see evidence of this once great dynasty. The Nakudama themselves have varied feelings about their past. Some are curious about their heritage and are avid adventurers and archaeologists, while others are content to let the past drift into the past and simply enjoy the pleasures of the present.

What is Actually the Case?

Are these legends true? Nakudama myth sure says they all are, but we all know how nakudma like to stretch the truth.

Origin of the Crawling Canopy

The story of the forest's origin is not widely known among Obojimans, however, there are a few on the island who know its origin and purpose: that the Crawling Canopy was created by the First Dara 300 years ago as a prison to contain a demon—a hideous crow-like monster known only as “Malgrotha”.

What is Actually the Case?

After the First Dara emerged from the forest of Roa Kala to explore Obojima, they left behind a multitude of glyphs for those dara who would come after. But around that same time, as if bound by fate, the demon, Malgrotha, was also terrorizing the land and would eventually come head to head with the wandering nomad.

The First Dara and Malgrotha engaged in a fierce battle that lasted days, both of them dealing horrendous wounds to one another, but due to its demonic nature, Malgrotha's wounds would swiftly heal while those of the First Dara would not. In a final act, the First Dara imprinted his life force into a copse of trees with a pure, powerful magic. Instantly, the trees awakened and encircled Malgrotha, and from then on, wherever Malgrotha would go, the trees would form a natural barrier around it. The forest became known as the Crawling Canopy, and it took Malgrotha to the Gale Fields and has been a mobile prison for Malgrotha to this very day.

Malgrotha: A Spirit in Two Realms

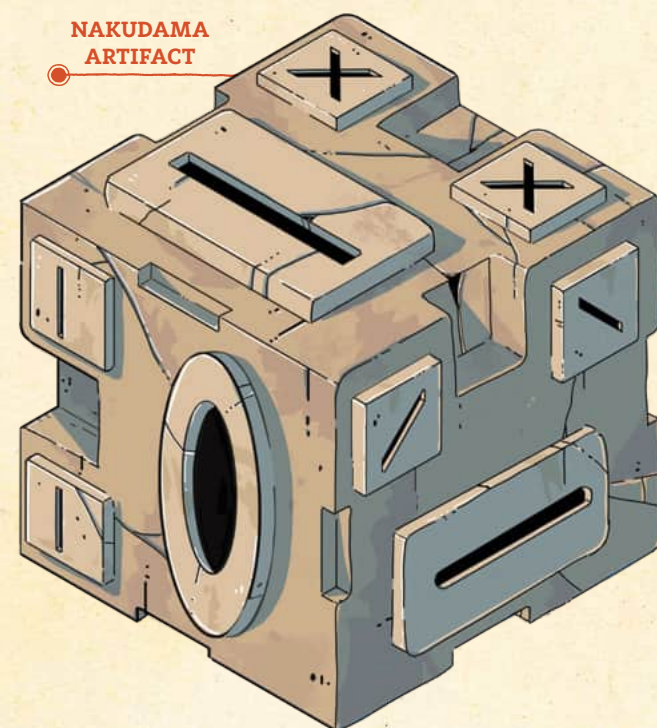
Malgrotha was once a twin spirit, a crow of darkness and a rabbit of light, that lived within the Spirit Realm. They were like two sides of the same coin, each balancing the other. But one day the rabbit was shot in the heart by a cursed arrow. This wound split the twin spirit, and while the rabbit writhed in agony in the Spirit Realm, the crow was thrust into the Physical Realm, warped into a ravening demon, and became Malgrotha.

No one knows who wounded the rabbit spirit or why, but while the wounded rabbit remained in the Spirit Realm, the material manifestation of the spirit's pain and rage—the shambling crow-thing—began to terrorize Obojima, expressing its anguish.

Nature of Malgrotha

Malgrotha is mindless with rage and because of this, it cannot scheme or devise a way out of its ever-changing prison—the Crawling Canopy. Thus, it is doomed to wander within the woods, never finding freedom.

Malgrotha cannot be reasoned with and will tear apart anything within its path. Every so often, it will claw at its body in rage, tearing off a chunk of its own flesh which then turns into a smaller mutated version of itself. These “children” also roam the forest, compelled to search for Dara, who is long since gone from this world.



ADVENTURES





ADVENTURE: THE CURIOUS WORLD WITHIN

"The Curious World Within" is intended for 2 to 4 2nd-level characters.

The adventurers have decided to help out a young postal knight and find themselves shrunk to the size of a mouse when they infiltrate a witch's workshop in hopes of procuring a letter. As they navigate the strange landscape, they'll have to fend off bora bugs, handle pixie tricksters, talk to a giant cat, and perhaps even fight a giant Venus fly rat that calls the witch's bizarre workshop home.

Adventure Begins!

As they wander through Okiri Village, the party hears the sound of weeping. When they investigate, they find Lomi, a 13 year old boy, sitting on a stone across from a small, wooden house with his head in his hands. Next to him is a sad-looking pack mule loaded with several sacks, each marked with the insignia of the Courier Brigade.

Lomi's Dilemma

Lomi is the younger brother of Ashi, a knight of the Courier Brigade. All his young life, he's wanted to be a postal knight and impress his older sister. When one of the postal knights fell ill, Ashi entrusted her little brother to deliver their packages and letters as a first test of his commitment to the organization—it was Lomi's big chance!

Unfortunately for Lomi, he has delivered the letter to the wrong residence, and now he can't get inside to retrieve the goods. Lomi laments that if he returns and admits that he's delivered the letter to the wrong address, his dreams of being a postal knight are sure to be over.

If asked, Lomi says that all he knows about this place is that it is the workshop of Miss Lindley, but the letter was intended for Mrs. Linfrey—an honest mistake, that's now led to a giant dilemma.

There's a chance (DC 14 Intelligence check) that one of the adventurers might have heard of Miss Lindley—the local witch of the small village and the resident fixer and mender of goods. You can read more on Miss Lindley in the Locations Chapter under “Okiri Village—NPCs” section.

Any witch or warlock in the party will have advantage on the roll.

Lomi's Offer

Although Lomi has little to offer as a young boy away from his home, he's absolutely desperate and at this moment is willing to offer more than what he has. Lomi can't give the adventures much besides a few sea petals and a couple of non-magical First Age trinkets. He will however offer his services as an assistant for a short time, and if he really needs to, the gold flowers he would earn for delivering the letter.

Approaching Miss Lindley's Workshop

Miss Lindley's workshop is a small and humble wooden house in Okiri Village. There is a little cobble path that leads to the front door, which is painted a bright green. A sign that hangs above the door reads “closed” written in faded cursive. On either side of the front entrance are Boom Beri bushes, which have been picked clean of fruit. The windows all across the house have been frosted over, and numerous birds have begun to nest on the tiled roof.

Some facts about the workshop:

- ♦ Although it looks seemingly mundane, the workshop is magical. Beside the fact that it is invulnerable, it has a variety of spells and enchantments that Miss Lindley has placed on it over the years.
- ♦ Besides the doors and windows there are no other entrances into the house. The house has no chimney or other small entrances.
- ♦ A powerful enchantment keeps the home's entrances fully locked. This enchantment only lifts when Miss Lindley is on the premises. This is true for all windows and doors besides the padlocked double door to the cellar, which is found in the back of the house. Many years ago Miss Lindley had heaps of potion ingredients delivered to her home regularly, letting them in through the cellar doors when she wasn't around. These deliveries stopped some time ago, which is why the cellar doors now see little use and are covered in ivy.

Entering the Workshop

There are three main ways to enter the workshop:

1. Through the ivy-covered double door that leads into the cellar.
2. Through one of the windows.
3. Through the front door.

Although any of these options are available to the adventurers, the padlocked double door to the cellar is the easiest route inside. It is non-magical and takes a successful DC 13 Dexterity check to pick the lock. It can also be broken off with a successful attack vs. AC 13.

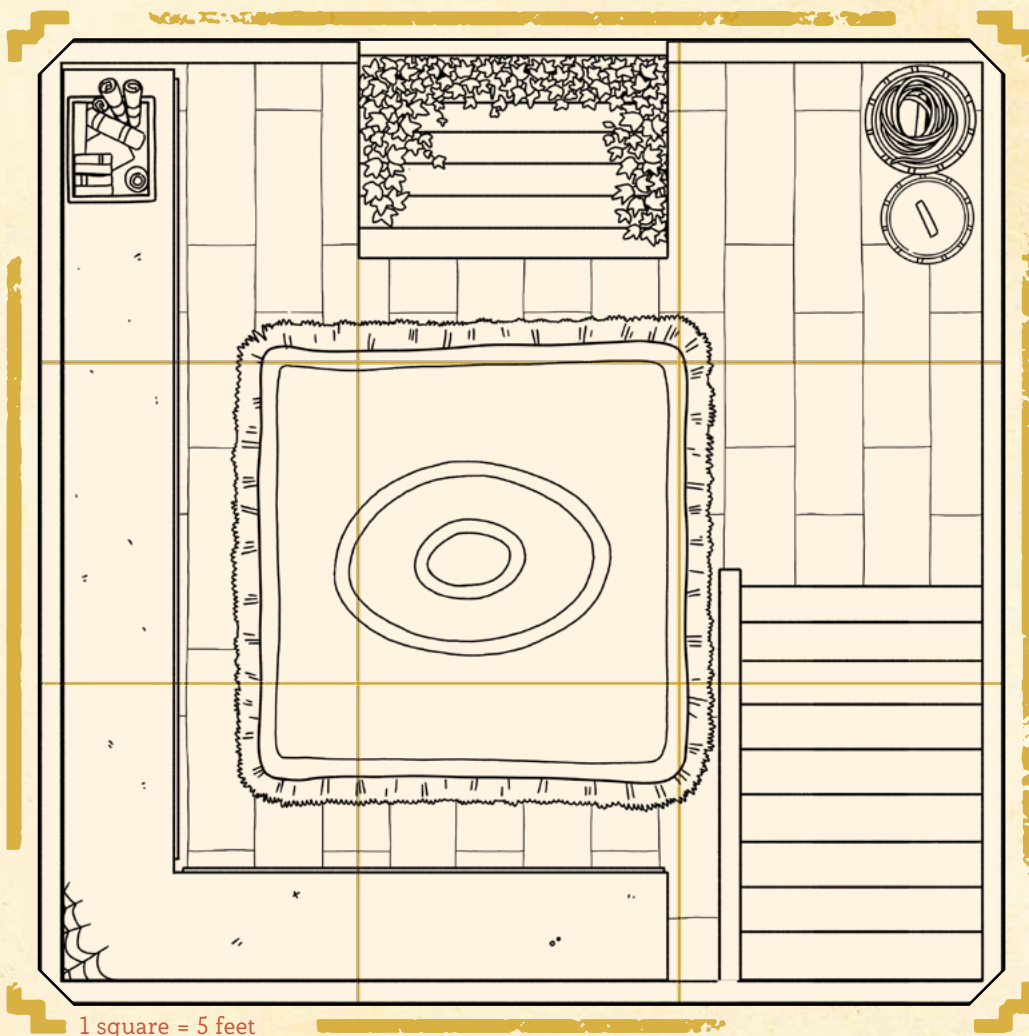
The windows and front door are magically locked and require some method of dispelling magic to briefly enter. It is difficult at their level, but it is not impossible, so be prepared for clever adventurers to skip past the *cellar*, *staircase*, and *Emerson the cat*, as they would jump straight to the workshop's Main Floor.

The Shrink

As soon as all the party members enter the house, they are shrunk down to Tiny size via a powerful magic trap left by Miss Lindley while she's away. When that happens, all the open doors and windows shut themselves, and the house magically re-locks itself.

If party members stay outside on guard, then they will remain their normal size unless they decide to enter, at which time, they will become Tiny sized.

The stat blocks in this adventure are all designed to be relative to the character's Tiny size.



1 square = 5 feet

Entering the Cellar

If the party enters from the double door outside, they see a flight of wooden stairs going down. As they begin to walk down, read the following:

This shadowy cellar smells of damp earth and some pungent, unrecognizable odor—perhaps from the centuries of bubbling concoctions that now stain the earthen floor.

Magic flames flicker within soot-caked lanterns that hang on the walls, each casting an eerie glow upon old wooden crates and rows of sagging shelves that hold all manner of dust-covered bottles and curios—some of which are covered in sackcloth. As the last of you steps off the staircase, the ground illuminates in sporadic arcane glyphs that cover the cellar floor. In an instant your perspective warps, your eyes blur before focusing once more on the world around you. As you look about you quickly conclude that you’ve either shrunk down to the size of a mouse or this house is a lot more spacious inside than you initially anticipated.

Moments after the adventurers shrink down to Tiny, the doors magically shut and lock behind them, dust falling from the ceiling above as they do.

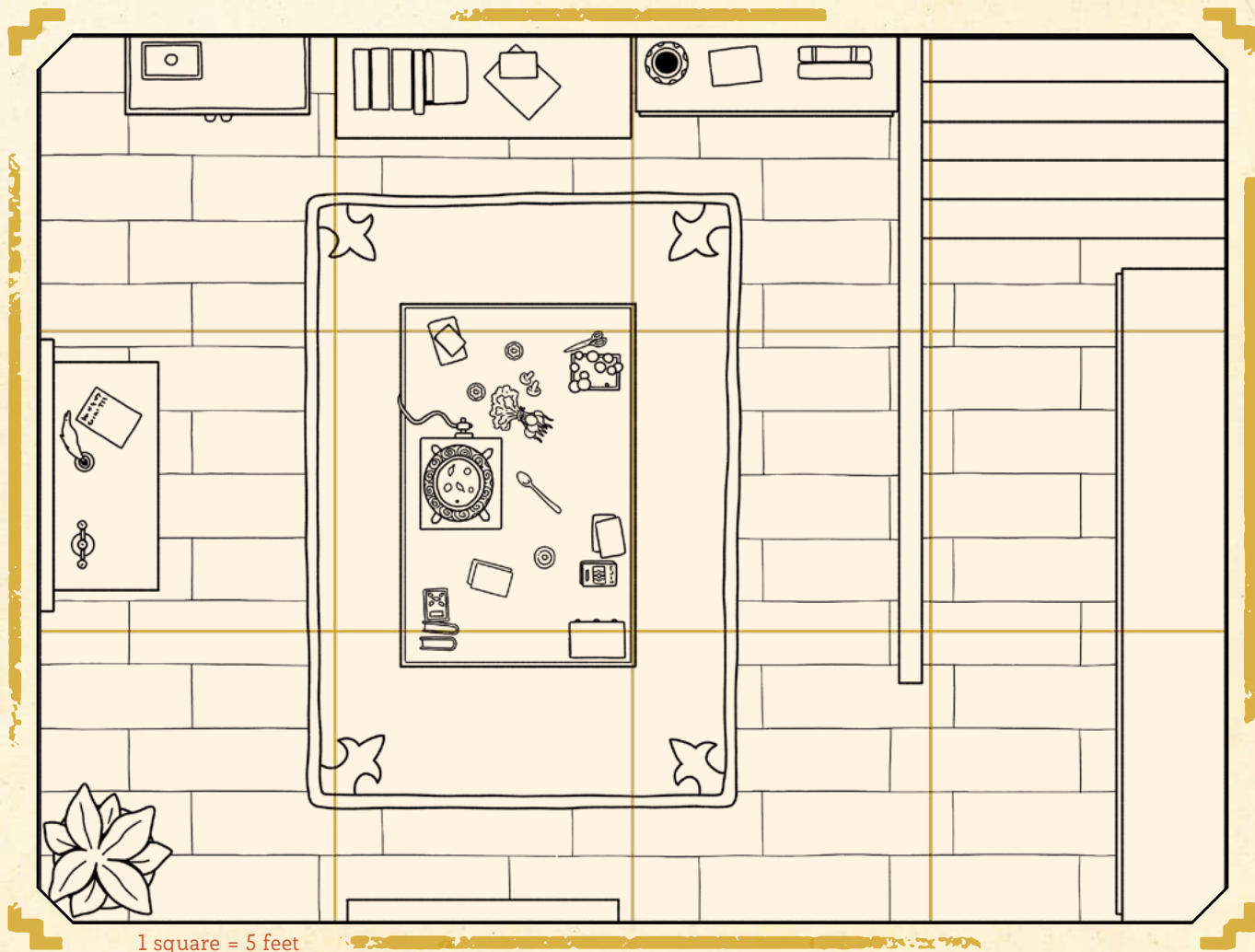
Inside the Cellar

The cellar serves as Miss Lindley’s catch all room. It stores old projects, spare supplies, and potion ingredients she rarely uses.

A search of the crates and shelves reveals:

- ♦ Paw prints and claw marks from what appears to be a cat, which as a Tiny creature seem massive.
- ♦ Spoiled and unfinished elixirs and potions.
- ♦ An uncommon ingredient from a region other than the Gift of Shuritashi.
- ♦ An old, broken First Age trinket.

If the adventurers are not overly cautious and make a ruckus, their activity will alert **Emerson, the Witch’s Cat** (see Emerson the Cat later on this page). Once alerted, Emerson will (depending on how hungry he is) either skulk over to investigate or wait lazily atop his cushion while idly licking a paw.



1 square = 5 feet

The Staircase

To leave the cellar, the adventurers must travel up the staircase opposite to where they came in from, read the following:

What would ordinarily be a normal staircase is now a series of towering steps, each one about 15 feet tall that lead up to a landing piled with books and boxes.

This flight of rickety wooden stairs connects the cellar and the main floor of the workshop. At the top of the stairs is the hallway and Emerson's cushion.

BUG ATTACK!

If you choose, while the adventurers strenuously climb the stairs they are ambushed by 1d4+1 **bora bugs** (see "Monsters" below for stat block) that crawl from cracks in the walls.

Emerson, the Witch's Cat

Emerson is an imperious cat who boasts a portly paunch, crooked whiskers, and a coat of thick fur that sticks out at all angles which makes him always look as if he's just woken up. Emerson has the run of the workshop, but prefers the hallway and basement where he can be away from the pesky pixies and stalk any vermin that try to invade his domain.

Emerson generally can be found sleeping at the top of the stairs, which connect the cellar to the hallway that leads to the workshop. Like a dragon guarding its lair, Emerson sits atop a comfortable cushion embroidered with his name.

Emerson uses the stats of a **Lion*** with an intelligence of 11.

Emerson and the Pixies

Emerson has a strained relationship with the pixies that live on the main floor, as each tries to be the favorite of Miss Lindley. Miss Lindley heaps oodles of attention to both the pixies and Emerson, but once she leaves, the feuding between the pixies and Emerson begins.

In the most recent episode of the feud, the pixies have taken Emerson's treats and hid them atop the bookcase in the main workshop—a place that Emerson can't get to.

What Emerson Knows

If Emerson is befriended, he barter knowledge. He knows which potion on the work table upstairs will restore the adventurer's size, and he may even know what some of the other items in the workshop do.

If Emerson trusts the party, he will give his information up front so that once the party is restored to normal size, they can get him his treats. If he doesn't trust the party, Emerson holds back his knowledge of the potion, only telling the party once his treats are safely in his paws.

Workshop Main Floor

This is the main area where Miss Lindley fixes all kinds of farm tools and some First Age artifacts like bicycles and sunglasses. Although there are no such items in here now, there are an array of tools hanging from the walls which are used by Miss Lindley in her craft.

There are three areas on the workshop's main floor:

4. The Hallway
5. The Bookcase
6. The Witch's Worktable

There is also a small end table, on top is a cage that contains a **venus fly rat** (see "Monsters" below).

Tabitha Turnip

Miss Lindley is helped by a turnip **spirit** called Tabitha. Tabitha is chronically grumpy and dour and only reveals herself to clean up spills, put out fires, or deal with any such forms of chaos that could cause damage or destruction to the workshop. Tabitha does her tasks in a slow and deliberate manner, all the while paying no mind to the world around her. She responds (if at all) with eye rolls, sighs, and side long glances of mild displeasure. Even the pixies fail to get under her thick skin.

Tabitha is the only one who knows beyond all doubt, every magic item in the workshop. Getting her to help identify every one is a task worthy of the greatest of heroes.

Pesky Pixies

There are two **giant pixies** (see giant pixie stat block in "Monsters" section below) here named Teena and Meena, and they are essentially tricky agents of mischief and mayhem who may taunt and tease the adventurers if it pleases them or lead the party astray and cause doubt. You can also have the pixies be less mischievous and actually help the party to identify the scores of magic trinkets here (although they make stuff up half the time).



Once they become aware of the adventurers, the pixies are overjoyed and immediately begin to invent games to play with them, casting spells (like **Confusion***) at the party as they try to navigate the giant workshop.

Tina and Meena might take bets on who Emerson will eat or who will get to the table top first. All the while their buzzing wings and invisible laughter can be heard from all corners of the workshop, adding another level of irritation for the party.

With a word, the pixies can magically close all the shutters and douse the candles, plunging the workshop into darkness.

The Hallway

The narrow hallway is piled with old books, papers, jars, and other various clutter. To a tiny creature, traveling along here would be a perilous affair, like crossing through a canyon with unstable cliffs.

If the party irks the pixies and gets on their bad sides, they are not above causing a cascade of heavy books to fall on them for the fun of it.

Emerson may also knock a stack of books over by accident (especially if he's startled) causing an avalanche that could damage a tiny party.

AVALANCHE!

If an avalanche of books, crates, jars, or papers happens, any creature in the affected area falls prone, and they must make a DC 15 Strength saving throw, taking 1d10 bludgeoning damage and retraining the character on a failed save.

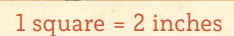
If you chose to not have the **bora bugs** attack on the stairway, they could also attack after an avalanche in the hallway.

The Bookcase

This is a tall bookcase that is filled with papers, notebooks, and dusty tomes that Miss Lindley has amassed over the years. Most of the books are heady manuscripts about the art of witchcraft.

Also on the bookcase is:

- ♦ 1 cassette with the spell **Vegetable Blade** stored inside it (as if a scroll).
- ♦ The potion recipe for **Elder Elixir**. (Ingredients needed: Spindle Leg Spider Webs, Origami Crane, and Brush Reed.)
- ♦ The letter addressed to Mrs. Linfrey that Lomi has misplaced. The pixies have put it here.
- ♦ At the top of the bookcase is a sachet embroidered with the name "Emerson" on it. Inside are a cluster of pungent smelling cat treats.



Getting on to the table should be fraught with difficulty, but to make it even harder you can have the pixies cause all kinds of mayhem during the climb. Going as far as a brief and playful combat.

Player characters with a Passive Perception of 14 or higher will notice the venus fly rat before it notices them. Otherwise the fly rat attacks the moment an unsuspecting adventurer gets close to the center of the table.

When approached by a Tiny creature, the cauldron sits atop a large, metal platform from the center of which a circle of blue flames hiss and lick the underside of the cauldron making it hot to the touch. The rim of the cauldron is 15-feet (relative) off the table top.

If an adventurer drinks the brew or finds themselves inside of the liquid, they must roll a d6.

- ♦ On a 1: **Everything is Funny.** For the next hour, the character can't help cracking up. They have disadvantage on any roll unless they can succeed on a DC 13 Intelligence check to keep from laughing like a hyena.
- ♦ On a 2-4: **Harness the Wind.** The character is surrounded by billowing gusts of wind that they can use like a feather fall spell to cushion a fall. The potion's effects last for 5 minutes.
- ♦ On a 5-6: **Touch of Nature.** The character becomes infused with what some might say is the spirit of Obojima, allowing them to cast the spell **Pillar of Force** once before the effects of the potion fade. The spell casting modifier for pillar of force is Intelligence, Wisdom, or Charisma (whichever is higher)

List of Potions

Besides the potion that will return the adventures to their normal size, the following potions can be found on Miss Lindley's table.

COMMON COMBAT POTIONS

- ♦ Candlecap
- ♦ Heroism

COMMON UTILITY POTIONS

- ♦ Flip and Skip
- ♦ Cat's Eye

COMMON WHIMSICAL POTIONS

- ♦ Bubble Message
- ♦ Merriment
- ♦ Melodious Bird Calls
- ♦ Ladybug Kinship
- ♦ Beard Brew

Escape!

If all goes well, the adventurers return to normal after drinking the correct potion, they retrieve Mrs. Linfrey's letter, and escape the workshop without a hitch. Lomi is overjoyed and thanks the party profusely.

If you wish to continue the adventure and spin it into your next story plot, then Lomi could mention that Mrs. Linfrey's letter still needs to be delivered and ask if the party would deliver it for him as he has lost his confidence. You can also have Lomi accompany the party as an NPC until the letter is delivered. In either case, this can set up your next adventure as Mrs. Linfrey can live in another city and take the party on a new adventure.

Mrs. Linfrey's Letter

If the party chooses to open the letter, Lomi will be horrified and do his best to dissuade them from doing such a dishonorable act. He will report them to the Courier Brigade which will have consequences in later adventures.

The letter could have several options of what it contains.

- ♦ Could be a letter that hooks into your next adventure.
- ♦ It could be a confession (of love or a misdeed) that leads to a new tale.
- ♦ Could be an invitation to a secret witch's costume ball.



Monsters

The following are the creatures that are found in this adventure. The stat blocks have been adjusted relative to the party being Tiny creatures.

Giant Bora Bug

Mostly found in dense forests, Bora Bugs are natural engineers, using their sharp horns and spiked wing casings to carve out intricate paths on the earth. They work in large colonies, scouring smooth, winding trails. These paths often lead to hidden clearings, ancient ruins, or secret groves where forest spirits dwell. But bora bugs can also carve a path through houses and stone walls which is why many Obojimans see them as pests.



Giant Bora Bug

Medium Beast, Unaligned

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., Climbing 20 ft., Flying 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Bioluminescent Glow. The Giant Bora Bug emits a soft light from its spiked wing casing, shedding dim light in a 10-foot radius around it.

Actions

Horn Strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Spike Flurry (Recharge 5–6). The Giant Bora Bug releases a flurry of spikes. Each creature within 10 feet of the Giant Bora Bug must make a DC 12 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed save, or half as much damage on a successful one.



Giant Pixie

The pixies that inhabit the workshop are sweet as pie when Miss Lindley is around, but when she leaves for town, they get up to all kinds of mischief—especially with Emerson, who they love (and love to tease).



Giant Pixie

Large Spirit, Neutral Good

Armor Class 14 (natural armor)

Hit Points 22 (4d10)

Speed 30 ft., flying 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	14 (+2)	15 (+2)	16 (+3)

Skills Perception +4, Stealth +8

Senses Passive Perception 14

Languages Sylvan, Common

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Magic Resistance. The Pixie has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The Pixie's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- ♦ **At will:** *Druidcraft**, *Jolt*, *Root Grab*, *Transparency*
- ♦ **1/day each:** *Confusion**, *Control Animal*, *Detect Thoughts**, *Entangle**, *Obscure Object*, *Pacify Person*, *Sleep**, *Whelm Weapon*

Actions

Gift of Flight. The Pixie magically grants a creature it can see a Flying speed of 30 feet. The creature keeps its Flying speed, as long as the Pixie is holding its breath. The Pixie can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds). The Pixie can only grant this effect to one creature at a time, and when the effect ends, it must wait 1 minute before using it again.



Giant Venus Fly Rat

The Venus Fly Rat is a bizarre blend of rodent and carnivorous plant that is usually found in woodlands and marshes.



Giant Venus Fly Rat

Large Beast, Unaligned

Armor Class 14 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 30 ft., Climbing 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	12 (+1)	14 (+2)	7 (-2)

Skills Stealth +5

Damage Resistances Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Blinded, Charmed, Frightened

Senses Blindsight 30 ft., Darkvision 60 ft., Passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Actions

Snap Jaw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a creature, it is also Grappled (escape DC 12) as the Venus Fly Rat clamps down with its powerful jaws. While Grappled in this way, the target takes 4 (1d4 + 2) piercing damage at the start of each of its turns.

Tail Strike. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Pollen Burst (Recharge 5–6). The Venus Fly Rat releases a burst of pollen in a 15-foot cone. Each creature in that area must succeed on a DC 11 Wisdom saving throw or be affected by the **Confusion*** spell for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.





ADVENTURE: BELOW THE SHALLOWS

“Below The Shallows” is intended for 2 to 4 4th-level characters.

The adventurers are called to help a young boy recover his grandfather’s kite-plane, which was hijacked by fish folk and crashed into the Shallows. The adventurers must now dive to the ocean floor, explore a mysterious sunken town, find the kite-plane, and then bargain (or fight) with a host of fish folk pirates, before returning to the young boy before his grandfather finds out.

Adventure Prologue

This adventure’s inciting incident doesn’t actually occur until later in this chapter. Still, to make for a more impactful story we recommend having the adventurers meet some of the supporting characters before they’re asked to help them.

To do this, the prologue should take place on a dirt road leading to Sky Kite Valley. Perhaps the adventurers are going to the village to attend one of the grand kite festivals, to see the mass migration of floating jellyfish, or perhaps even deliver the letter given to them at the end of “*The Curious World Within*” adventure. Whatever the reason, it is on this dirt road where the story begins.

Attack of the Harpies

As the adventurers are traveling, a band of **harpies** are tracking them, waiting for the right time to strike. The number of harpies should be enough to make the party think twice about fighting (2 to 3 harpies per player). As the harpies swoop down they land on the road in front of them and then try to intimidate the adventurers to give up their loot without a fight.

Aerial Assistance

Whether a fight breaks out or the adventurers are considering handing over their valuables, a noise comes from overhead as a flying machine—a kite-plane—comes to the party's aid. The kite-plane is piloted by a young boy, Tokko (human, male, **commoner***), and his grandfather known as Gramps (human, male, **commoner***).

The combat goes as follows:

- ♦ Gramps hurls down **Bottled Bombs** (common combat potion) as Tokko skillfully navigates the kite-plane.
- ♦ For non-lethal combat, you can have Gramps using bottles filled with scented oil or some other substance that the harpies loathe and causes them to fly away spitting curses and shaking their feathers.

If this combat becomes lethal, the harpies will flee if two or more of their comrades perish.

No matter how Tokko and Gramps interact with the harpies, their arrival should feel like an assistance, not a rescue. Although a quirky kid and old man coming to save the day is fun in books and films, most players still want to feel like the heroes of their own story. So be cautious in this interaction not to make the players feel less than.

Victory!

After the harpies are driven off, the kite-plane circles above the adventurers as Tokko and Gramps wave down shouting and cheering, eventually taking off in the direction of Sky Kite Valley before an unfortunate and audible clacking can be heard. Read the following text:

The delighted laughter and shouts of the flying duo can be heard over their kite-planes rhythmic hum as they circle above. The young pilot tilts the aircraft's wings at a dramatic angle, to better see you below. With an exaggerated wave and brimming smile, he bids you all farewell—straightening the plane once more before taking off towards Sky Kite Valley. It's at that moment that a resounding clank and pop can be heard from the front of the plane. This is shortly followed by a sudden plume of smoke which begins to billow from the front of the craft as they slowly begin to lose altitude. Moments later, the once excited duo meets the earth as their kite-plane sputters to a sad and underwhelming halt.

After crashing their kite-plane Tokko and Gramps laugh it off and quickly begin to prepare the craft to be dragged back to the city. After officially meeting everyone, Gramps asks the adventurers for some assistance getting the kite-plane back to the city, with a promise of dinner for their troubles.

Dinner Party

The dinner with Gramps, Tokko, and their family can be whatever you envision. You can have Tokko's family be a large one with all kinds of quirky relatives or it could be just Tokko and his grandfather. Either way, the goal of the dinner party is to get the players attached to Tokko and Gramps, as that will be what draws them into helping Tokko when the kite-plane is stolen and crashed into the Shallows.

Possible dinner party topics of conversation include:

- ♦ The family is divided in their opinions about Rock Raley and his efforts to fly to the Sky King (read "Sky Kite Valley" in the Locations chapter). They would love to know what the adventurers thoughts on Rock Raley are.
- ♦ The kite-plane is an innovative new design prototype that Gramps and Tokko have built together. Gramps believes the design might finally get Tokko on Rock Raley's team of aeronauts—a dream of Tokko's. Gramps believes that Tokko will be the one to solve the aerodynamics needed to get Rock Raley's team to the Sky King.
- ♦ One of the player characters could be challenged by Tokko or a relative to cook a dish for the dinner party as a friendly competition to see whose dish is the tastiest.

After the Party

After the dinner party, everyone's free to go about their business and there's some breathing room before the adventure continues.

The adventurers can explore Sky Kite Valley and maybe catch a jellyfish sighting, frequent one of the taverns, or go on a mini quest. Meanwhile Tokko works on the kite-plane with help from Gramps in hopes of winning Rock Raley's Top Kite Competition.

Crash of the Kite-Plane

When you're ready to begin the second part of the adventure, read the following:

It's a bright and sunny day in the town of Sky Kite when suddenly you see what looks like Tokko's plane coming dangerously low across the village, clipping one of the tall buildings as it erratically swoops down the hillside toward the ocean.

Tokko can be seen running down the hill, chasing after the plane with his notes and schematics flying everywhere as he begins to wave his arms frantically and shout.

You can see what looks like a giant seahorse spirit in the cockpit of the kite-plane. As the plane goes overhead, the seahorse yells, "Sorry! I didn't want to do this!"

Even if the adventurers shoot or cast spells at the kite-plane or its seahorse pilot, they can't stop it from careening out over the Shallows. Once it is clear that nothing can be done, read the following:

Tokko finally arrives, gasping for air. Villagers cluster around as everyone helplessly watches the kite-plane get smaller and smaller over the waves. Then, everyone lets out a gasp and Tokko puts his hands to his head as the kite-plane suddenly tilts and crash-lands into the ocean with a splash.

Payment

If the party asks Tokko for money to recover the kite-plane, he agrees, stating he has something very valuable he can give them as a reward. The truth of the matter is, Tokko, when put on the spot, panicked and promised something he doesn't have. So, despite his better judgment he steals a gold statue of a sun panther from the Sun Panther temple near Sky Kite. While the gold statue is worth far more than the party is asking to recover the kite-plane, it is also an item sacred to the Sun Panther druids—an order of shapeshifters near Sky Kite Valley. They will eventually track down Tokko and then find whoever is holding their sacred item—perhaps delivering a stern moral lesson in the process.

Stealing from the Sun Panther temple could cost Tokko his reputation and a chance at joining Rock Raley's team if word gets out about the theft.

Undersea Thieves

The fish folk who have taken Tokko's kite-plane are a band of exiles from the Lionfish King's domain. The exiles have

made their headquarters in a sunken First Age town and are led by Bloodfin the Foul, a cunning fish folk captain who sees the kite-plane as her way to get back into the Lionfish King's good graces as an offering of tribute.

All the while, Bloodfin is being swayed into deeper waters of evil by a sea hag known as Slurpgill, who is urging her protegee to join forces with Venomous Rex. Slurpgill wishes Bloodfin to fully embrace evil so she can turn Bloodfin into a sea hag and build her coven. Slurpgill uses Bloodfin's painful past to manipulate her into leaving the Lionfish King.

Morris, the giant seahorse spirit that stole the kite-plane, was intimidated into doing so by Bloodfin.

Preparing for the Mission

Tokko knows where the kite-plane went down, near a reef at the far edge of the Shallows, a place where sailors say that there's a sunken town. No one goes there as it is notorious for snagging fishing lines and rumored to be a hideout for fish folk pirates. Some even say it is haunted.

To get there, the party will need a boat, preferably a barge large enough to recover the kite-plane. There are many potential ways for the party to accomplish its mission.

As they are formulating their plan, keep the following in mind:

- ♦ Dock workers and ship pilots will warn them of the dangers of the Shallows—whirlpools, sea monsters, hammer gulls, and fish folk pirates. Getting out to the reef should feel dangerous.
- ♦ The party could also choose to hire a sea-glider out there or a hot air balloon. To accomplish this, you could make up a place like Old Jimbo's Seaplane Shop or Belinda's Balloonery which could spawn a fun side quest or earn a valuable (and possibly quirky) ally for future adventures in Obojima. How they would then use those methods to get the kite-plane back is up to their ingenuity.
- ♦ If they are not already familiar with the Mariners' Guild, the party should be made aware of them for access to information and equipment (see "Holly and the Mariners' Guild" below).

Whatever means the party chooses to get out to the reef and the sunken town can be fraught with peril. Monster attacks, natural dangers, or a comically malfunctioning boat or plane can turn up the drama.

Holly and the Coastal Divers' Lodge

The Mariners' Guild can help with underwater exploration providing information, equipment, potions, and other magic items. You can have the characters meet and talk with a Mariners' Guild member in Sky Kite Valley.

You can also open a larger adventure by having the party travel to the Northern Branch of the Mariners' Guild to meet Holly Clintock herself. There, they will learn about her quest to rebuild the *Pointue* (see "Coastal Divers' Lodge, Northern Branch" in Locations) which can continue the adventure after this one is completed.

Mariners' Guild members are generally friendly and helpful. They are of course operating on their love of the ocean environment, boundless enthusiasm, and a shoe-string budget. Any assistance is always greatly appreciated.

The Mariners' Guild can offer:

- ♦ **Diving Armor.** This specialty diving suit is made from a heavy metal as has been painstakingly crafted by the divers lodge. While wearing divers armor your movement is reduced by 10, unless your Strength score is equal to or greater than 18. Additionally, whenever the spell **Water Breathing*** is cast on you while wearing the divers armor, the duration of the spell is doubled for you. There is only one diving suit.
- ♦ **Goatskin Balloons.** These are balloon-like leather sacks, made from a whole goatskin, that magically inflate. They are mainly used for buoyancy in an emergency. As an action, the user can pull the chord on the balloon, magically filling it with air and sending a character holding the balloon rocketing towards the water's surface at a speed of 100 ft. per round. There are as many goatskin balloons as there are members of the mission.
- ♦ **Fishfins.** These are fish-like fins that an adventurer can put on their hands and feet. When worn, fishfins grant the wearer 40-foot movement while underwater. The lodge only has 1 set of fishfins.
- ♦ **Flarestones.** When struck underwater, these little stones sputter with a bright light in a 20-foot radius and dim light for an additional 20 feet. Flarestones last for 15 minutes and the lodge can give up to 3 per adventurer. Above water, they are normal stones.
- ♦ Enough *potions of water breathing* to give each character 1 potion.
- ♦ **Diver's Candy.** A hard candy specially made by the Mariners' Guild that you can bite down on to release a puff of air that gives an adventurer 1 turn of **Water Breathing***. Each character is given 1.



Potion of Water Breathing
Uncommon, See page 235

The Sunken Town

Once preparations are made, Tokko directs the party to the reef where the kite-plane went down. Tokko is not a sailor, so if they choose to go via boat, the party must hire a captain or try to pilot the boat themselves.

The trip to the reef can be perilous or smooth sailing. But once the party arrives, they can see a colorful reef wall below the crystal clear waves that goes down 200 feet to a white sand bottom. After a brief search over the reef, they can see, far below, a bit of torn cloth caught on an outcropping of coral that Tokko recognizes as a piece of the fabric cover of the kite-plane.

Once the adventurers go underwater and get to the bottom of the reef, they can see in the distance, strange outlines of the sunken town as well as a path leading from their current location towards it.

Diving in the Shallows

The waters of the Shallows are magically clear allowing for 200-foot visibility before details begin to get fuzzy due to particles floating in the water.

As adventurers dive beneath the waves, colors begin to get lost, but the Shallows are magical and colors remain longer due to their crystal clear waters.

Colors are lost in the following order:

- ♦ Red at 100 feet
- ♦ Orange at 150 feet
- ♦ Yellow at 200 feet
- ♦ Green at 300 feet
- ♦ Blue at 500 feet

Rarely are the Shallows deeper than 500 feet.

BUOYANCY

To sink in salt water, characters need to be counter-weighted—usually a 20-pound sack of stones worn on the belt. If they lose this counterweight during their journey underwater, they will pop to the surface like a balloon at a movement rate of 40 feet. Because characters are not breathing compressed air, they will not suffer any ill effects like the bends, but being highly buoyant can make for some interesting (and difficult) situations.

SOUND

While words are not understandable underwater, sounds are highly audible—especially metallic, buzzing, and sharp clicking sounds—which travel through water at a much higher speed than air. Because the ears of surface dwellers are designed for an air environment, sounds made underwater are difficult to locate. This can create an unsettling mood when a character hears a crunching or strange buzzing noise but can't locate exactly where its origin is.

VISIBILITY

If a fight occurs on the seafloor or if a character thrashes around at the bottom, you can choose to impair their visibility due to silt and sand being kicked up. After a round of combat or if someone uses the dash action, or otherwise disturbs the seafloor, a cloud of silt 15 feet in diameter is created. Anyone within it suffers the blinded condition. This area of poor visibility lasts for 1 minute after all movement has ceased.

If you choose to use this in your game, a character must be at least 5 feet off the seafloor to not incur this effect.

CURRENTS

Generally, the waters of the Shallows are relatively calm, but occasionally (if you want to throw in a bit of chaos) there are strong currents that flow across the sea floor powerful enough to blow a character over and send them flying. When a current comes along, each player rolls a d6. On a roll of 5 or 6, their character gets blown 30 feet in a direction of your choice unless they succeed at a DC 13 Strength saving throw and hold on to something stationary.

If they are not anchored to the floor, loose objects (such as a kite-plane) can get carried away in the current.



You can make the experience of being underwater as much a part of your game as you want to.

Having players deal with the 3D environment, ambient noises, potentially blinding silt, and other underwater anomalies can either be a source of fun or frustration. Make sure you have the kind of players who enjoy these challenges and limitations before putting them into play as they are all easily removed due to “the magic of the Shallows”, which can be the excuse for why being underwater here is just about the same as being on land.

Exploring the Sunken Town

The sunken town is from the First Age and can therefore be as magical as you need it to be to explain any anomalies or quirks of physics and reality. There might be weird magic effects like an anti-magic zone where potions of water breathing are nullified or areas that are perfectly dry and free of water. It's all your call.

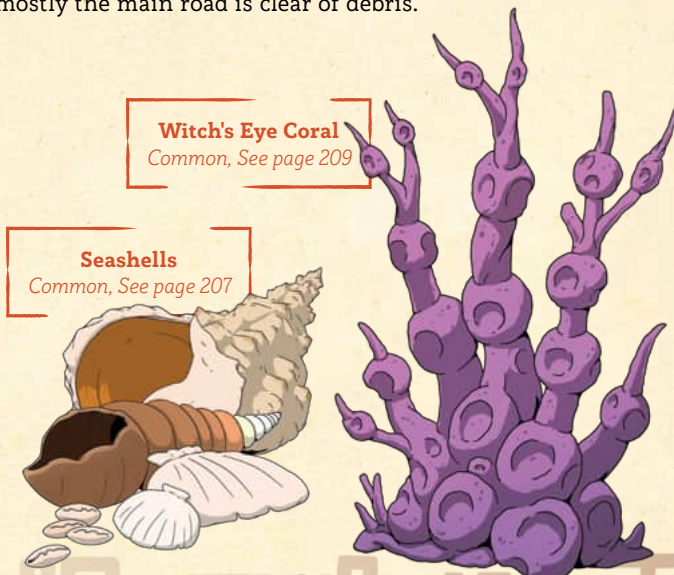
You can also have the adventurers discover how this place became submerged, plunging them into a deeper mystery that leads to an adventure after this one.

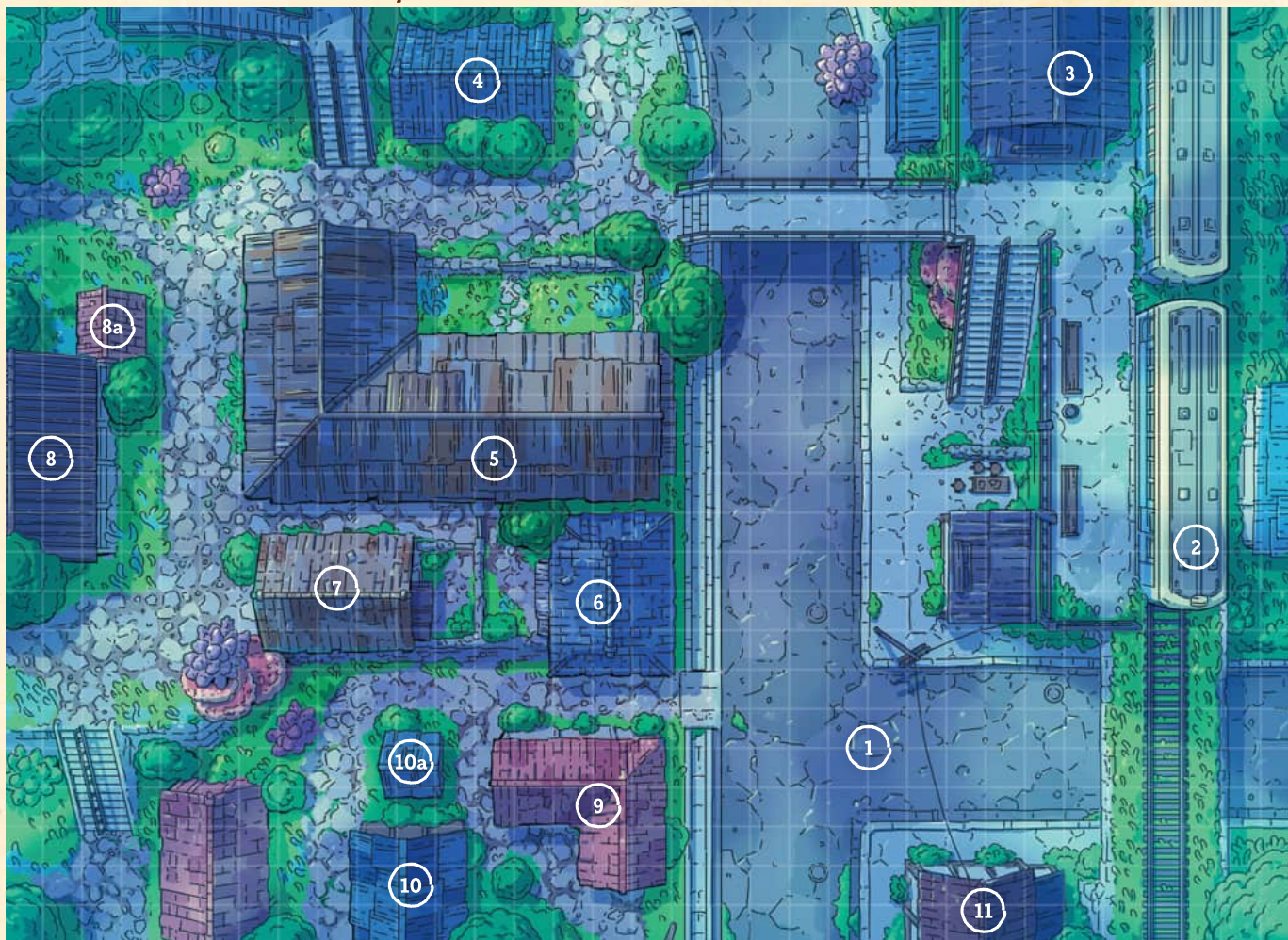
Before the adventurers near the town, figure out what direction they are approaching it from. Then describe what they see as they move onto the map.

The following locations are keyed to the Map of the Sunken Town.

1. MAIN ROAD

Because it is a First Age site, the asphalt road shows little sign of wear or erosion and is fairly clear of any encrustation by marine life like coral and barnacles. There are some clusters of **Knobble Leaf Seaweed** growing through the small cracks in the pavement that wave in the current and can provide some cover for a small or tiny character but mostly the main road is clear of debris.





1 square = 5 feet

2. TRAIN CAR

This metal train car has a wood and fabric paneled interior and can be entered through one of the small hatches in the roof or through one of the windows or doors on the side of the car. To allow the characters to enter silently, one of the windows could be broken.

Inside the train cars are eerie rows of empty seats amid waving clumps of **Tangle Weed**.

If you would like, the tracks and depot can also be a stop for the Wandering Line (see “Wandering Line” in Locations).

3. TRAIN DEPOT

This is a well-built wooden structure that has arrival and departure times for the train still visible that are posted within a glass-covered frame. Behind the ticket counter is a large cluster of **Witch’s Eye Coral**. Underneath the coral cluster is a tiny burrow that is home to a mischievous sea sprite (use the **elemental spirit** stat block) companion spirit named Sligo.

Sligo wants the pearl inside of the giant clam that lives in area 9 (Bloodfin’s Lair). If Sligo is promised the pearl, it will tell the party all it knows about the fish folk pirates including some idea of the relationship between Bloodfin and Slurpgill.

If you would like, Sligo can also give the party a ticket for the Wandering Line that it keeps buried deep within its burrow.

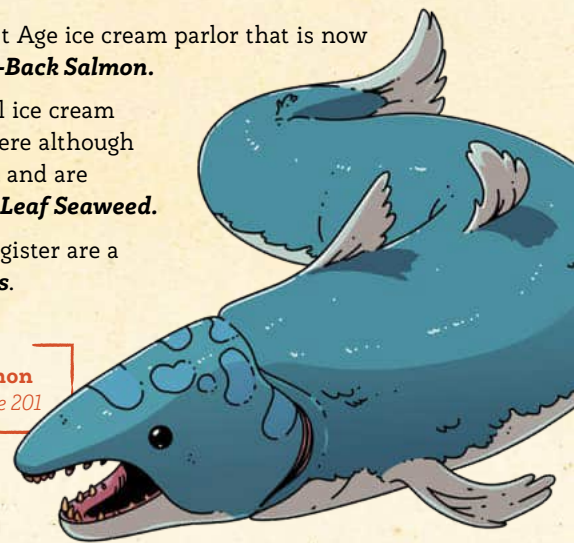
4. JOLLY CONE

This was once a First Age ice cream parlor that is now home to 1d6+2 **Blue-Back Salmon**.

The stainless steel ice cream machines are still here although they no longer work and are covered in **Knobble Leaf Seaweed**.

Inside the cash register are a handful of **Seashells**.

Blue Back Salmon
Common, See page 201



5. FISH FOLK HIDEOUT

In this large warehouse, there are 8 **fish folk** pirates who are on alert, guarding the kite-plane while Bloodfin figures out her plan of either presenting her prize to the Lionfish King or taking it to Venomous Rex to spite her former king.

Bloodfin has a 25% chance of being here when the characters investigate.

Up to 10 **Fish Folk Teeth** can be found here after a 10-minute search.

6. MOXY'S MUSIC GROTTO

Moxy's is an ancient First Age music store. Rows of racks that once held vinyl albums, cassettes, and CDs line the store. Hidden behind the counter is a **Vinyl Record**.

MORRIS

Swimming inside the music store is a giant sea horse spirit (use the **aquatic beast spirit** stat block) named Morris, the cowardly thief of the kite-plane. Morris is terrified of Slurpgill and is doing his best to get through a dangerous partnership with her, which is why he felt compelled to steal the kite-plane when asked by Bloodfin—her new favorite pet.

Although he is scared of Bloodfin, he is even more terrified of Slurpgill, which is why he will remind Bloodfin at times, "That's not what Slurpgill would want" if he senses that she might not bend to the sea hag's will.

Because of his fears, he won't hesitate to lie to or tattle on the party to Bloodfin to survive.

7. KAT'S ISLAND KITCHEN

This was a First Age cafe. There's a few tables for customers, a counter where the food was ordered and a small kitchen with all the utensils, cookware, chef's tools, and cafe items.

A series of thumping sounds can be heard coming from inside the oven. The window to see the inside of the oven is obscured by a layer of soot. If anyone opens the oven door, a **blowbelly pufferfish** (see stat block below) bursts out in a jump scare moment.

8. JERRY'S GARAGE

This is a First Age garage with all the tools still intact. There are wrenches, a mechanical car jack, oil cans, grease guns, and gauges. There's an old kei truck and 2 mopeds here.

8A. TOOLSHED

This is a First Age tool shed that still has a wide assortment of spanners and ratchets, but it is now a lair for 4 **giant crabs***.

9. BLOODFIN'S LAIR

Bloodfin's Lair is actually an old Goodie Mart—a First Age chain of markets. This Goodie Mart is now the private lair of Bloodfin the Foul (use the **merrow*** stat block) who has removed all of the usual things that one would find in a mini market and has decorated it in what can only be described as "gothic deepsea chic".

Among the decorative ribbons of **Tangle Weed**, skeletons of sea creatures, garlands of **Oporion Glass**, **Seashells** and sea urchins, Bloodfin has a giant clam that has a 500gp pearl inside of it. The clam can be opened with a successful DC 16 Strength (Athletics) check. Also in the giant clam is a large cluster of giant octopus eggs that belong to the giant octopus, Lucinda (see area 10a. "Giant Octopus Den" below).

10. BORISS'S LAIR

Boriss is a sea snake spirit (use the **giant constrictor snake*** stat block but with an INT of 10) who is fiercely loyal to Bloodfin. He is currently coiled up around his favorite teddy bear that he found when Bloodfin's gang first came to the sunken town.

There is nothing of value here.

10A. GIANT OCTOPUS DEN

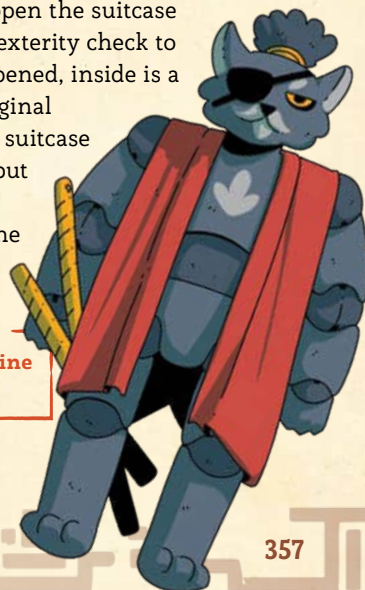
In this little shack is a sad Awakened Giant Octopus (use the **giant octopus*** stat block but with an INT of 10) named Lucinda. Lucinda is a gentle creature, but Bloodfin is holding her eggs hostage and is forcing Lucinda to be her junkyard dog. Lucinda doesn't know her own strength, but she fears both Bloodfin and Slurpgill and can't figure out a way to get her eggs back.

11. TRAIN STATION STORAGE LOCKERS

This building contains rows of storage lockers, many of which are open but there are a few that are still locked (DC 20 Dexterity check to unlock).

Inside one of the storage lockers is an indestructible suitcase covered in coral. To open the suitcase requires a successful DC 25 Dexterity check to open the magic lock. If it is opened, inside is a **Neko Ronin** figurine in its original packaging. The interior of the suitcase has been magically kept dry, but if opened underwater, the enchantment is broken and the pristine contents are soaked.

Neko Ronin Figurine
Rare, See page



Using Monsters to Avert Mayhem

At any time during the exploration, you can choose to use monsters to create tension, chaos, or an uneasy alliance, especially if you want your adventure to be more of a role-playing experience than a combat experience.

- ♦ The **blowbelly pufferfish** (see below) can act like a ticking time bomb or a laser motion sensor that can go off if a character makes one wrong move, causing all kinds of interesting situations. It can also be used against enemies if used carefully.
- ♦ A school of frenzied **giant sharks*** can also be used as a surprise threat.
- ♦ **Seaweed elementals** can be introduced as a deadly and common enemy to create an alliance between the party and Bloodfin's gang.

Pirates

No matter which direction they approach from or how many buildings they explore, the adventurers will eventually need to face the fish folk guarding the kite-plane. This conflict can be solved through clever roleplay and bargaining or combat.

As the party deals with the fish folk in the sunken town, keep the following in mind:

- ♦ If an adventurer rolls a natural 20 in combat against a fish folk, they knock out a fish folk tooth—an item which can be used to make potions.
- ♦ Fish folk are always on the lookout for a Nakudama princess of royal bearing who the Lionfish King is so eager to marry. (For more details, read “Domain of the Lionfish King - Royal Aspirations” in the Locations section).
- ♦ If one fish folk is alerted, an alarm is sounded (banging a tin can), and the other pirates in the gang come running.
- ♦ Fish folk will flee when there are 3 or less of them left.
- ♦ Bloodfin the Foul may barter for the glider. Keep in mind her objective which is to either rejoin the Lionfish King or betray her former king and join with his archrival, Venomous Rex, which will please her evil mentor, Slurpgill. Bloodfin will start with unreasonable demands for the kite-plane. Here are a few ideas:
 - Wanting Holly Clintock as a captive in exchange for the kite-plane.
 - Destroy the new *Pointue* and bring back a trophy for proof of its destruction.
 - Destroy the Mariners' Guild Northern headquarters.

Common Enemy

If a fight breaks out between the adventures and the fish folk and you wish to give the adventures another opportunity to make amends through conversation. We recommend introducing two **seaweed elementals** at the beginning of the second round of combat with Bloodfin and the fish folk. Bloodfin and her gang may be villains, but they're not dummies, and when faced with the threat of the elementals, they can be reasoned with and perhaps even become allies, if just for a moment.

Slurpgill

Slurpgill is a sea hag who is attempting to start her own coven. For that, she needs two other hags and Slurpgill believes that Bloodfin will make a fine hag with the proper training; her anger and exiled status are perfect tools for manipulation and drawing her deeper into the hag's evil clutches.

All the water spirits tremble when they hear Slurpgill's name, and her reputation even extends to the witch covens on land. While Slurpgill doesn't make a physical appearance in this adventure, the threat of her power and influence is felt by all the NPCs that the party interact with in the sunken town. Slurpgill, like Venomous Rex, is designed to be an underwater nemesis who can plague the party throughout their adventures on Obojima. Where Slurpgill's lair is, is up to you.

The more you play up the NPCs fear of Slurpgill and have them tell stories of her wickedness, the more effective and fun she becomes as a villain in your story. A great villain makes great heroes.

Wrapping it All Up

Once the adventures have finally obtained the kite-plane, they'll have to get creative to remove the craft from the seafloor. We recommend rewarding creativity here, but if necessary, Tokko can give a gentle nudge to use any remaining *goatskin balloons* to help surface the sunken kite-plane. If needed, he may even have one or two on the ship he can offer to the party.

Once Tokko returns, he fesses up to Gramps and explains what has happened. Rather than being angry, Gramps is incredibly grateful that Tokko is safe and will turn to embrace the party. Gramps, in Tokko's absence, has been worried sick about the grandson. When he saw the kite-plane missing and Tokko along with it, he feared the worst. So with their return, a huge relief washes over him and he begins to shed tears of joy.

With the kite-plane returned, along with Tokko, the adventurers have made friends for life and if you choose, the story can continue. Tokko and Gramps have a lot of work ahead of them if they still plan to finish the kite-plane and enter it into the Rock Raley aviation contest. This will assuredly lead to numerous adventures and side quests.

MAGIC ITEMS

Here is a unique Magic Item that can be found in this adventure.

SUNKEN SUITCASE

Very Rare, Wondrous

This magic suitcase is indestructible and fully sealed from the outside world. When closed, it magically locks itself, setting its DC equal to $1d20+5$.

MONSTERS

Here is a unique monster that can be found in the Shallows.

Blowbelly Pufferfish

Blowbelly pufferfish are generally docile creatures but are easily startled. If they feel threatened, they inflate instantly to an enormous size. Anyone touching their prickly skin can get injected with doses of toxins. When a blowbelly pufferfish dies, they burst, sending a spray of poisonous spines in all directions.

Blowbelly pufferfish are often found bobbing along coral reefs and on the sandy bottom of the sea.



Blowbelly Pufferfish

Small Beast, Unaligned

Armor Class 12 (natural armor)

Hit Points 55 ($10d6 + 20$)

Speed 5 ft., Swimming 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Con +4

Skills Perception +5, Stealth +5

Senses Darkvision 60 ft., Passive Perception 13

Languages —

Challenge 2 (450 XP)

Death Burst. When the blowbelly pufferfish dies, it bursts. Each creature within 15 feet of it must make a DC 12 Dexterity saving throw, taking 9 (2d8) piercing damage on a failed save, or half as much damage on a successful one.

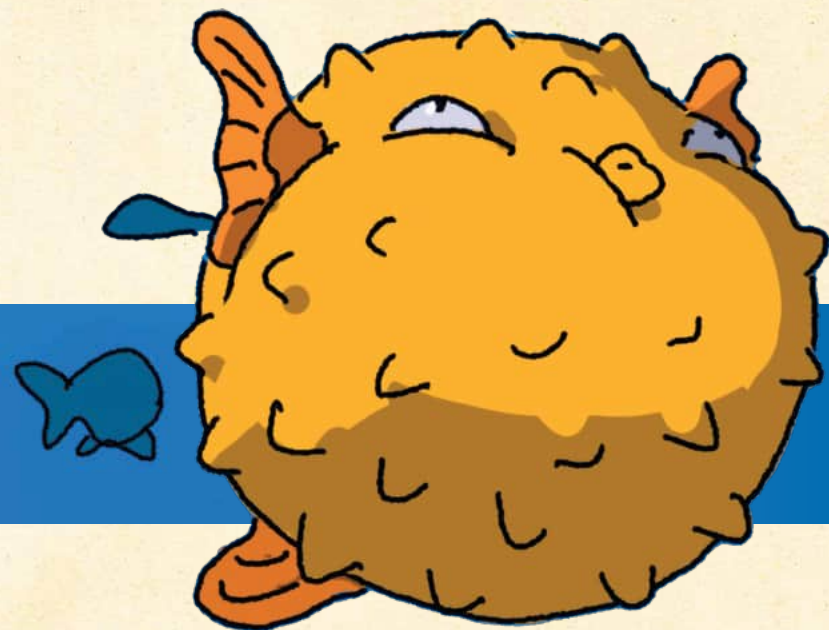
Actions

Multiattack. The blowbelly pufferfish makes two Chomp attacks.

Chomp. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Puff Up (Recharge 5-6). The blowbelly pufferfish inflates its size, becoming Huge and filling its space. Each creature in its space is pushed to an unoccupied space outside the area and must make a DC 13 Constitution saving throw. On a failed save, a creature takes 9 (2d8) poison damage and is Poisoned for 1 minute as the barbs of the pufferfish poke and prod them. On a successful save, the target takes half as much damage and isn't Poisoned. If the creature is pushed into a wall or similar solid surface, it takes an extra 4 (1d8) bludgeoning damage and is Grappled (escape DC 13); until this Grapple ends, the creature is also Restrained.

The blowbelly pufferfish stays puffed up until the start of its next turn, after which it returns to its normal size. While puffed up, it gains a +2 bonus to its AC.





ADVENTURE: LOST WITHIN THE CRAWLING CANOPY

“Lost Within The Crawling Canopy” is intended for 2 to 4 5th-level characters.

The adventurers have saved Miga, a dara novelist, and Goose, her beloved dog companion from a dangerous howler attack, only to be surrounded and engulfed by the Crawling Canopy—a moving forest that roams the Gale Fields. While in the forest, the party encounters a fearsome monstrosity—a crow-like abomination that captures their newfound friend and melts into the forest. They must now save Miga from this unfortunate series of events and return her beloved Goose to her.

Adventure Begins!

While wandering in the Gale Fields, the adventurers hear sounds of distress amid the cackling of howlers. If they investigate, they see a lone dara named Miga (female dara, **commoner***) who is fending off 5 **howler yippers**.

On closer inspection, the adventurers can see that one of the howlers is holding a small dog, which is yapping and writhing in the hands of the cackling creature. This is Miga's beloved pup, Goose, which the howlers have taken from poor Miga and who she is desperately trying to get back from them.

When the adventurers arrive, the howlers stay for no longer than one round, after which they attempt to flee with Goose in hand. Miga will run after them and ask for assistance getting her dog back.

After the Conflict

After the encounter, Miga will rejoice as she reconnects with Goose. She will thank the adventurers and return to where the fight took place to pick up her scattered papers and books. Miga tells the party that she is wandering Obojima looking for glyphs from other dara and writing a novel about her adventures.

It's at this point that she exclaims how exciting this chapter will be in her book and how she desperately needs to know more about the beloved heroes who came to her and Goose's aid. She'll then ask that the party join her for a meal and share a camp with her for just one night, after which she will leave them to continue their journey without her.

Miga's personality is quite bubbly and excited. She's quite young for a dara at the age of 17 and is overly interested in learning about life outside of Roa Kala (see page 94 to learn more about Roa Kala).

Engulfed by the Crawling Canopy

During camp, like the ocean crashing around a stone, the Crawling Canopy surrounds the party after they've been lulled to sleep by the sweet scent of spinning **Windbloom**.

If someone is on watch, they hear the forest coming in the darkness, the rustling of leaves and branches, the groaning of wood, and the shaking of the earth, all growing in intensity as the forest encroaches and encircles the party.

If they try to make a run for freedom, it makes no difference. No matter what direction the party sets off in, they encounter a wall of trees. The forest is miles wide.

What Miga Knows

Miga has heard rumors about the Crawling Canopy. How much she knows is up to you, but at a minimum, she tells the party that the Crawling Canopy shifts and changes, and the unlucky are trapped in it for a lifetime.

Inside The Canopy

Whether the adventurers woke up in the forest or were overtaken by its crawling trees read the following:

The trunks and treetops of the forest that now surrounds you gently sway in all directions—their bulbous roots curling above ground like a corkscrew drilling into the soil. Pillars of light pierce through the canopy above, before suddenly disappearing as the ground begins to rumble and shake. In the distance, you watch as a copse of trees uproot themselves, shifting and trading places, before planting their roots once more.

While inside the Crawling Canopy, the forest is constantly moving and changing. (To learn more about this magical location see page 78)

Flying Characters

At this level, it would be quite uncommon for the party to have the ability to give all characters flight to escape. If one or more characters try to fly away, you can describe that the forest stretches for miles in each direction, making it an arduous task to attempt to lead the party out of the forest, especially as it's constantly shifting and changing.

Other Adventures in the Crawling Canopy

Now that the adventurers are thoroughly stuck, you can choose to extend the story by having the party encounter a number of mysteries, characters, and odd magics. These encounters can grow the adventurers' understanding of the forest, plant seeds for future adventures, or give breathing space until the next plot point.

Use any of the NPCs or Notable Locations in the Crawling Canopy section of this book. You can also use any of the following:

Overgrown Caravan

The adventurers discover a caravan of three wagons, overgrown with roots and vines; their once bright colors now faded. The wagons are intact, though their wooden wheels are fused with the forest floor by roots.

With an Intelligence (Investigation) check DC 14, the adventurers will find **Lover's Vine**, **Peeping Willow**, and **Essence of Glumbug** stashed away inside the wagons.

Among some rotting ledgers and inventory lists, there is a journal that tells the tale of a group of merchants who entered the Crawling Canopy lured by tales of rare herbs, only to become hopelessly lost as the forest shifted around them. The journal ends abruptly.



1 square = 5 feet

Flying Squirrels

These curious forest creatures follow the party from high in the canopy and eat any fruit, bread crumbs, or nuts left behind.

Breath of the Forest

Every so often, the forest pauses, and a cool breeze blows through the trees which all sway in unison as if breathing one great breath.

Echo of the Canopy

Every now and then, the party may hear distorted echoes of their own voices. It could be a conversation that they had or a version of it. They could also hear premonitions, their voices bordering on panic at being lost forever or their voices could carry a warning of a monster that is hunting them.

Wandering Monsters

Anytime you feel your players need an encounter or a combat as they are exploring the forest, feel free to choose one of these monsters.

Roll d20	Monster
1	Stul
2-4	Watchwood Tree (can be more than 1)
5-8	1d6+2 Mosslings
9-14	Lion's Blume (can be more than 1)
15-16	Kafuka
17-19	1d4+2 Howlers
20	Yellow Slime

Senmo the Corvid

When you are ready, the adventurers encounter **Senmo**, an old and delusional crowlike creature who's called the crawling canopy its home for over 70 years.

Read the following:

You walk in an area darkened by thick clusters of trees when you catch wind of a sickening stench wafting on the breeze. The same zephyr sends a chill up your body, as the ambient sounds of the forest animals suddenly grow louder and louder—the croaking of frogs and buzzing of insects now burning your ears with their intensity.

Then, as if switched off like some ancient machine, the air goes silent, and from the distance, you hear a hollow clacking that echoes across the forest floor.

A rasping voice then hisses, “I smell you, Dara.”

Senmo was made from Malgrotha's torn flesh and is a distorted copy or “child” of the imprisoned creature. (see more on Malgrotha and the origin of the Crawling Canopy on page 340)

Since Senmo's creation, it's been wandering the forest searching for the dara that imprisoned Malgrotha all those years ago. It too is bound to the confines and the Crawling Canopy, and after 70 years of searching for dara, has begun to lose its mind.

Even in its confused and altered state, it still recognizes its goal. So when it saw Miga it was quick to act. Its tactic is to rush in, grab Miga, and run off into the forest and back to its lair, allowing the constantly shifting forest to cover its tracks behind it.

If one of the party members is a dara, Senmo might hiss in a panic, unsure which dara to grab, before eventually deciding to take Miga. While acting out its actions, it might shout “Which one?! Which one?! Which ONE!?”

In this encounter, Senmo wants to capture its prey and flee. The moment it has successfully grappled Miga, it will dash away as quickly as it can, using its abilities to slow and distract the party when necessary.

Attack of Opportunity

To make Senmo feel even more cunning, you could have it attack the party during an encounter from the Wandering Monster Table from the previous page.

The Search

If the adventurers decide to give chase, they'll be thrust into a paced sprint where they'll need to navigate the changing environment while keeping track of the beast they're hunting. As you describe the shifting trees and adventurer's efforts to find Miga and Senmo, have each player roll two skill checks (one Survival and one Acrobatics). If the sum of a player's two skill checks is less than 25, their character suddenly falls behind and is left out of the chase.

Each player must make this dual skill check 3 times before Senmo eventually escapes with Miga. If any of the players are able to succeed in all 3 of these skill checks, they are rewarded with a trinket that will aid them in their search for Miga. While running, Senmo accidentally slams into one of the moving trees, knocking loose one of his black feathers.

Meeting the Sheep

Whether it is directly after the abduction or during a wrong turn while chasing Senmo, the adventurers will eventually stumble on a curious sheep creature who's taking a break on a downed tree.

Mr. Sheep can be found wandering all over Obojima and the Spirit Realm and is known by many names—Lord Dengu, Ram-Ram, Omen, Din-Poko, and many more, but he is fine with being called Mr. Sheep. Some say he is an elder spirit while others say he's something far beyond that, but no one knows for sure.

Mr. Sheep is usually accompanied by a host of mice that walk on their hind legs and chatter in nonsensical language. There are always as many mice as there are lit candles in Mr. Sheep's magic lantern as the mice are people who have broken deals they have made with him.

Deals with the Sheep

Mr. Sheep has a bubbly and curious personality. When he speaks, he does so with odd phrasing and misused words. Though no matter how confusing he might be, he never seems to be confused himself, as he always seems to have the answer for everything.

When the adventurers first stumble upon him he seems quite intrigued and immediately offers the party a seat at his table, the fallen tree he's laid a small pile of crackers on. It's here, in this moment, that he'll poke and prod in his disarming way to uncover what the party desires—eventually offering to make a deal with them.

Though Mr. Sheep is known to make simple deals, especially for his favorite food—goat cheese, he's also known to ask for more cryptic items such as “the color green” or “the sound of birds”. Should a character make a deal with Mr. Sheep, he, more often than not, has the magic ability to deliver on that deal, resulting in the character losing the ability to see the color green or hear birdsong for example. This deal can be permanent or temporary.

Should a character make a deal with Mr. Sheep to help find Miga, he explains that he knows how to find a sage, who in return can lead them to the Senmo's lair. What the players don't know is that the Sage is being held by the Sheep as one of his mouse followers (see "The Mice" below).

Breaking a Deal. Should a character attempt to break a deal, a curious thing happens. Mr. Sheep gives one warning. If Mr. Sheep is not around, this warning can come telepathically or in a dream. If the warning is not heeded, he lights one of its candles, and the character is turned into a mouse—thereafter following him on his merry journey until their debt is paid.

Roleplaying The Sheep

Mr. Sheep never expresses any negative emotions, strolling through danger and rarely showing alarm or distress. He instead finds most things amusing and treats them as playthings. Though he is often curious and nosey, he's just as likely to lose interest in or outright ignore things he doesn't care about. Beyond his seemingly endless array of known magics, he also seems to be completely invulnerable, able to consume anything, and immune to spells that attempt to make him reveal the truth, change form, charm, or try to read his mind.

There is no stat block for the Sheep as he is not meant for combat and will simply disappear if attacked.

The Mice

The mice are all cursed, deal breakers who are serving out their sentences, and they are all wary of Mr. Sheep's uncanny power. Every now and then, one of the mice may try to sneak a hand gesture to get a party member's attention, but the Sheep shoots them a stern look and they go back to behaving. The Sheep doesn't reveal the true nature of the mice and if asked, says that they just follow him, but because they are mischievous, he has to keep an eye on them.

The Sage is one of these deal breakers who is now a mouse in the Sheep's entourage.

GET LOST, SHEEP!

If the party chooses to not deal with the Sheep, then after the encounter, the Sage (in his mouse form) finds the party and gestures for them to follow him (the Sage in mouse form can't speak Common but can understand it). If the party follows him to his hut, and assists in bringing him one of his old potions, he'll drink it to restore his form and will answer their questions.

The Sage

The Sage was a powerful witch who lived within the Crawling Canopy. One hundred and fifty years ago, he broke a deal with the Sheep and ever since then he has been one of the mice, cursed to follow the Sheep. The Sage can't remember what the deal was that he broke, he has been a mouse

for so long that many of his memories have vanished only to be replaced by a burgeoning desire for cheese and a furtive fear of predators.

The Sage's Hut

Whether Mr. Sheep takes the adventurers or they are led by the Sage in mouse form, they arrive at an old abandoned hut in the woods. The inside of the hut is covered in dust, and is now home to an array of forest critters.

Once the Sage is inside, either the Sheep releases him and then vanishes or the Sage asks the party through charades to fetch a dusty potion from a locked cabinet (DC 14), after which he drinks it and is restored to his human form.

Grateful for being saved, the Sage agrees to help the party by giving them an ornate box with a golden beetle inside. Once released from its box, the golden beetle will fly away leaving a trail of glowing light—a path of the shortest distance to the edge of the Crawling Canopy. The golden trail vanishes in 1 minute, so the Sage warns to only release the beetle when they are ready to leave.

The Sage also gives them a bottle with a piglet spirit inside of it. This piglet spirit can sniff out the Senmo and lead the party to its lair and their friend, Miga.

Showdown!

As the party nears the lair of the lair of Senmo, read the following:

Again, a sickening stench assaults the senses as you near the monster's lair. The trees get thicker and more twisted until they are no longer trees but a slick, snarl of thick roots, trunks, and interwoven vines that create a massive, squirming nest. Locked within knotted roots are the carcasses of rusted and crushed cars, mashed and bent from the pressure of the squirming trees.

You can hear an unearthly muttering coming from within the tangled structure. "You will free us or you will die, dara."

If one of the adventurers was able to procure one of Senmo's feathers, then the party is able to sneak up on Senmo without it noticing.

In the crushed bed of an old truck is Miga, she looks up in distress and Senmo paces beside the vehicle berating her, hoping to obtain some information on the magic that binds it to the forest.

Its attention is on Miga unless it senses any invaders in its domain. If it does, it attacks.

Non Combat Option

Although it's likely to end in some conflict, Senmo can be reasoned with. It has begun to lose some of its better judgment, and so a clever or conniving character might be able to outwit the creature or convince it to let Miga go.

After The Encounter

With skill, bravery, and a bit of luck, the Senmo is defeated or outsmarted and Miga is saved. If Senmo is dispatched the party can then search its lair for loot.

In the tangle, they find:

- ♦ 1 **Black Pearl** (Ingredient)
- ♦ 1 **Potion of Stink Brew**
- ♦ 6 **Spark Plugs** (Ingredient)
- ♦ 1 **Sunbaked Cassette** (Magic Item)
- ♦ 1 **Potion of Freezing**

Once all the loot is divided up, then the party can release the golden bug and follow it out of the Crawling Canopy.

MONSTERS

Here is what can be found in the Crawling Canopy:

Senmo (The Child of Malgrotha)

Every now and then, Malgrotha tears at its own body in mindless rage, rending off a piece of its own flesh. This flesh then wriggles and grows, sprouting limbs and talons of its own as it struggles to its feet and lurches off into the forest to hunt. These are the Children of Malgrotha, and they tirelessly search the forest for their mother. They believe that every dara is the First Dara—the being that imprisoned their mother in the Crawling Canopy and who has the key to releasing them from this moving prison.



Senmo

Large Monstrosity, Neutral Evil

Armor Class 15 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	12 (+1)	14 (+2)	13 (+1)	10 (+0)

Saving Throws Dex +5, Wis +6

Skills Perception +6, Stealth +5

Condition Immunities Frightened

Damage Immunities Necrotic

Senses Darkvision 60 ft., Passive Perception 16

Languages Common, Dara

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Keen Sight. Senmo has advantage on Wisdom (Perception) checks that rely on sight.

Innate Spellcasting. Senmo's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Senmo can innately cast the following spells, requiring no material components:

- ♦ **At will:** *Control Animal*, *Fog Cloud**, *Swallow Magic*
- ♦ **2/day each:** *Beast Transmutation*, *Mirror Image**, *Misty Step**
- ♦ **1/day:** *Lightning Bolt**

Actions

Multiattack. Senmo makes two attacks: one with its Beak and one with its Talons.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Talons. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Black Feather Storm (Recharge 6). Senmo flaps its twisted wings, unleashing a flurry of sharp, magical feathers. Each creature in a 30-foot cone must make a DC 14 Dexterity saving throw, taking 18 (4d8) slashing damage and being knocked Prone on a failed save, or half as much damage and not being knocked Prone on a successful one.



Thank You

We'll see you all in the next adventure



